

U.S. National Video Game Team's

ELECTRONIC GAMING MONTHLY

ALL ABOUT
**NINTENDO
SEGA • ATARI**
VIDEO GAMES

DISPLAY UNTIL MARCH 31, 1989

\$3.95 / 4.95 CANADA

1989 ANNUAL

1989 BUYER'S GUIDE

Simon's Quest

PREDATOR

Blast Off with
the Hottest New Games
for your

NINTENDO

Thunder Blade

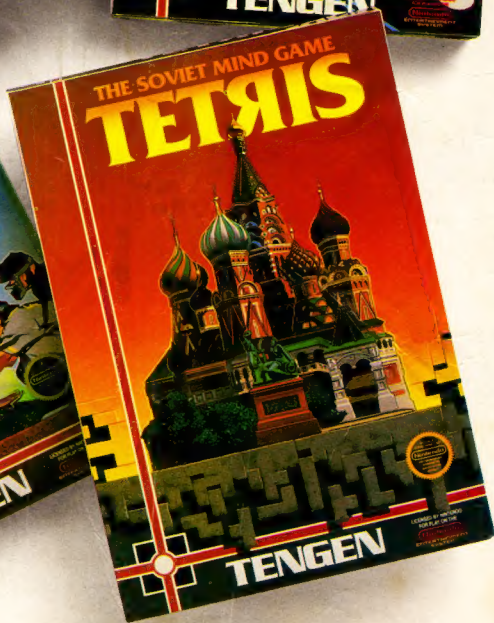
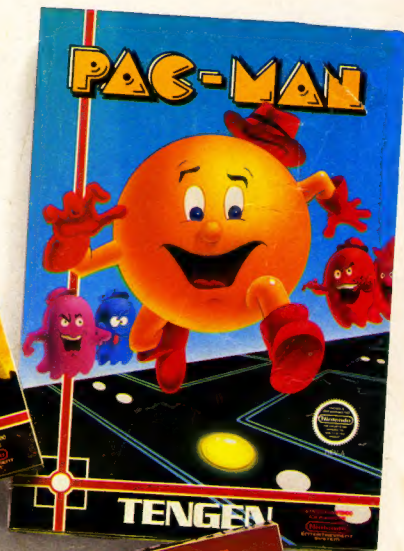
Warp into 89 with
Super Carts from

SEGA • ATARI

COLLECTOR'S ISSUE
Rating the Nintendo Joysticks
1989 "GAME OF THE YEAR"
New Systems Preview



NINTENDO® GAMERS,



START YOUR PULSES.

Take a good look at the four games to your left. Can you feel your pulse racing? Your breath getting shorter?

Don't worry, it's a perfectly normal reaction to seeing so much fun and excitement at one time.

Now that your adrenaline is pumping properly, we proudly present the full line of hits from Tengen for the Nintendo Entertainment System®:



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R.B.I. BASEBALL. It's the only game on the NES that is officially licensed from the Major League Baseball Players Association. So when your lineup includes such power hitters as Don Mattingly or Andre Dawson, you're getting their actual stats and skills. And when Cy Young winners like Fernando Valenzuela and Roger Clemens wind up, they're pitching with their individual style, speed and stamina. Are you ready to play in the Major League with *real* superstars? Then you're ready for R.B.I. BASEBALL!



PAC-MAN. The biggest hit of the decade is back — just for you! Guide PAC-MAN around the baffling maze to gobble all the dots and rack up points in a big way. *Blinky, Pinky, Inky and Clyde*, the not-so-friendly

ghosts, are dying to do some gobbling, too. Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower him to gobble the ghosts, but only for a short while. Find out for yourself how the ever-lovable PAC-MAN captured the hearts of millions of people around the world!



TETRIS. The first game software from the Soviet Union is an intense battle of wits. Rotate and flip moving geometric blocks into unbroken rows. When you fill up a row, it disappears from the screen and your score rises. Nothing to it, right? Wrong! When you can't find the way to make the pieces fit together and more blocks tumble down ever faster, you'll wish you had ten hands — and ten brains. Play this addictive mind game by yourself, against a friend or against the computer.

You better stop reading now or you're liable to overheat from sheer anticipation.

Save some of that energy for running to your local dealer so you can play the games today!

TENGEN

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THE 1989 BUYER'S GUIDE

From the Editors of ELECTRONIC GAMING MONTHLY



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COMING SOON11

Here's your chance to get an advance peek at things to come in '89! Check out some of the hottest new titles set for release next year on the Nintendo Entertainment System and Sega Master System. You may be surprised at what you find in this special preview section!



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THE 1989 VIDEO GAME OF THE YEAR AWARDS . . 16

Find out the U.S. National Video Game Team's choices for the best games of 1988 in this exclusive to the Buyer's Guide. With plenty of innovations and loads of creativity, literally hundreds of power-packed carts made it on store shelves across the nation. Which ones had the best graphics? Which had the best play? Which home video game got the team's pick for "Best of the Year?" Get the answers to all of these questions and see if the team's picks match yours in this special feature.



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SIXTEEN-BIT PREVIEW22

Get a first-hand look at some of the fantastic video game "super" machines that will be making their way to the U.S. in 1989. Currently attracting millions of players in Japan, find out which direction the P.C. Engine, as well as the rumored sixteen-bit "next generation" Sega, Nintendo, and Atari units may take to gathering interest on these shores. Plenty of hot information you'll find only from ELECTRONIC GAMING MONTHLY.



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TAKING CONTROL26

With dozens of joysticks battling for control of your Nintendo, Sega, or Atari system, it may be hard to find out which one is right for you. Do you want slow-motion options, rapid-fire settings, or remote control play? And what if you're left-handed? This special supplement to ELECTRONIC GAMING MONTHLY's "Dare to Compare" series will spell out exactly which sticks do what to make sure you get every point possible!



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THE MARK OF EXCELLENCE30

You've seen 'em on T.V. and in the "Guinness Book of World Records," now see what the U.S. National Video Game Team thinks about the latest game carts to earn their prestigious "Players Seal of Approval." The team introduces you to their favorites in this exclusive year end wrap-up.

THE YEAR IN REVIEW37

Get the complete story behind fifty of your favorite Nintendo, Sega, and Atari video game carts. Special "On-Target" ratings will give you the complete story on great new titles like Super Mario Bros. II, Xenophobe, LifeForce, and Double Dragon for Nintendo; Rambo III, Rampage, and Cyborg Hunter for Sega; and Tower Toppler for the Atari 7800!

1989 BUYER'S GUIDE INDEX76

Find out who has what and where to get in touch with them with this at-a-glance directory of the hottest companies of '88!



WE'D LIKE TO SHED A LITTLE LIGHT ON OUR UPCOMING HITS.

ULTRA, the hottest new game generator in town, is about to unleash 3 of the most thrilling games of all time for the Nintendo Entertainment System.[®]

Take sides with "Teenage Mutant Ninja Turtles" in a nunchucking, karate chopping sewer fight through the villain ravaged streets of New York (coming Spring, 1989).

Then, slash past black hearted knights and rescue beautiful maidens in "Defender of the Crown,"[™] an unbelievable movie-like adventure with tons of strategy, sword-fights and nearly 30

animated screens (coming Spring, 1989).

And finally, cruise down back alleys in "Skate or Die,"[™] a knockdown-dragout, multi-event spectacular that pits you against a friend or Bionic Lester in the free-wheeling Jam & Joust (coming Oct., 1988).

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Dates may change due to circumstances beyond our control. Please be patient, the games are well worth waiting for. © 1988 ULTRA Software Corporation.

Too real.

In the jungle, everything is invisible.

Including the enemy.

Suddenly, a firefight explodes all around you.

That's jungle combat, as you saw it in the movie *Platoon*.

Now *Platoon*, the new game from Sunsoft, takes you right into the action.

You're in for the fight of your life.

And it's as close as you'll want to come, to the real thing.

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Descend into a menacing world beneath the city streets.

Come face to face with the Masters of the Caverns.

Prehistoric. Horrifying. And so powerful, they fill your whole screen.

They're waiting for you, in the new BlasterMaster from Sunsoft.

And they're unreal.



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for the Nintendo Entertainment System®



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Nintendo Entertainment System

THE 1989 BUYER'S GUIDE

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INTRODUCTION

The Best is Yet to Come!

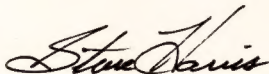
1988 was a banner year in the history of video gaming. Never before have there been so many quality titles for such superb systems as the Nintendo Entertainment System, the current king of the hill; the Sega Master System, an up and coming console with more power than Nintendo that unfortunately lacks the diverse third-party support of its main rivals; and the Atari 2600, 7800, and XE, three units with plenty of low-cost carts that showcase game play before graphics. At last count, there were over 300 video games available for these systems, with more on the way everyday! Great arcade titles like Double Dragon and Shinobi are joining the ranks of some terrific original carts like Super Mario Bros. II and The Adventures of Link for your gaming dollar.

The sudden explosion in the video game market is welcome news to the millions of gamers like us who like great video games no matter what the system may be. Thanks to better control over production and more creativity in the video games that are reaching store shelves, we'll continue to see power-packed games that utilize even more of the features that have made carts like Blaster Master, Iron Tank, and R-Type some of the best ever made!

As good as 1988 was, however, all the facts indicate that 1989 will be even better! It's a bold statement, but with even more support for the Nintendo system and the first third-party licensees expected for Sega by the beginning of the year, it just keeps getting better! With new technologically advanced game consoles rumored to be on the way from Nintendo, Sega, Atari, Mattel, and Epyx, you can expect the video games of '89 to be more interactive, graphically detailed, and fun to play!

Anyway you look at it, 1989 is going to be the best year ever for video gaming of all kinds! New technology, new games, and new players mean plenty of hot titles throughout the year, and the 1989 BUYER'S GUIDE is your ticket to it all. This helpful directory contains loads of information about the games and game makers who make your favorite hobby come to life! Along with ELECTRONIC GAMING MONTHLY magazine, the only publication endorsed by the U.S. National Video Game Team, you have all the firepower you need to get all the facts you need to get the most out of your video games!

Above all have fun with the 1989 BUYER'S GUIDE and go play those games!



Steve Harris
Editor



BOMB BLAST SUIT
Shields you from explosions.



FLASHLIGHT
Illuminates underground passages.



MINES
Set them in key locations.
Up to three per screen.



**INGRAM
MAC-II**
Semi-automatic
submachine gun.
Silencer optional.

GEAR UP



BARETTA M92F
Single-action hand
gun. Silencer optional.



BODY ARMOR
Will reduce
damage by 50%.



ROCKET LAUNCHER
Destroy enemy equipment
from a safe distance.



ANTIDOTE
Neutralizes poisons.



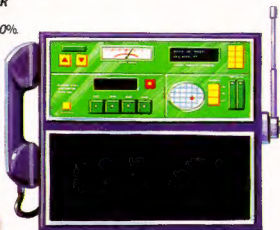
GAS MASK
Only means of
survival in
gassed out areas.



OXYGEN TANK
Keeps you breathing
underwater.



**INFRARED
GOGGLES**
Used to detect infrared alarm
sensors.



TRANSCIVER
This is your most valuable piece
of equipment. With it you'll receive
vital information from head-
quarters telling you where to
find essential weapons and
supplies.



REMOTE CONTROL MISSILE
Guide it with your control pad.



COMPASS
Helps you
navigate through
uncharted
deserts.

ANTENNA
Allows you to use
transceiver despite enemy
jamming devices.



PLASTIC EXPLOSIVES
For perfectly timed
explosions.



BINOCULARS
Allow you to see
one screen ahead
without risking
your life.



**GRENADE
LAUNCHER**
Launch deadly grenades
into strategic locations.



MINE DETECTOR
Discovers location
of enemy mines.

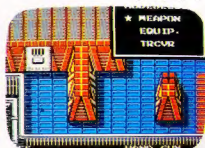
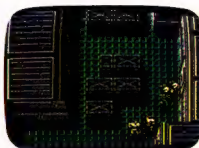


IRON GLOVE
Allows you to locate
hidden doors with a
single punch.

METAL GEAR

Your Nintendo Entertainment System® has never seen a weapon as destructive as METAL GEAR. To help you destroy it, ULTRAGAMES has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

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HOW TO USE THE 89 VIDEO GAME BUYER'S GUIDE

We think video games are great, and we know that you do too! That's why we've put together this special edition of **ELECTRONIC GAMING MONTHLY**, so that we can talk games, games, and more games. We'll give you a preview look at what's to come in '89, including exclusive pictures of the new game machines. You'll also find reviews of over 50 of the latest video games for your Nintendo, Sega, and Atari 7800 game systems. Great games like Super Mario Bros. II, Xenophobe, and LifeForce for the NES, Rampage and Rambo III for the Sega, and Tower Toppler for the Atari 7800 have each been given special in-depth reviews in this power-packed super-edition of **ELECTRONIC GAMING MONTHLY**.

Don't forget to pay close attention to the special "Rating the Joysticks" article so that you can be sure that you get the stick that's right for you! And if you want to know which games are really hot, turn to the U.S. National Video Game Team endorsement column and find out if their favorites match yours!

Above all, we've set out to make this guidebook easy to understand and fun to read - just like the games themselves! You'll find answers to your questions and plenty of surprises that could only come from **ELECTRONIC GAMING MONTHLY**!



WHAT IS THE U.S. NATIONAL VIDEO GAME TEAM?



The U.S. National Video Game Team is a group of champion players from around the country that love gaming and have the stuff to take their scores into orbit! The ten-member team boasts over a dozen video game high scores in the "Guinness Book of World Records" and can often be seen demonstrating their talents at industry conventions and at mall appearances.

The U.S. National Video Game Team has also started an endorsement campaign to help focus additional attention at those products that deserve special notice! Some of the recipients of this honor include Tradewest's Double Dragon, Tengen's Gauntlet, and Camerica's Freedom Stick Remote Control joystick.

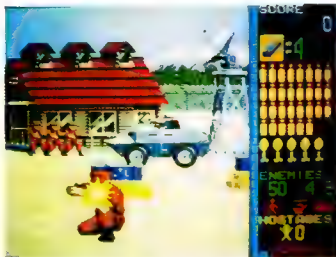
To find out if the game you're buying has earned the U.S. National Video Game Team's "Players Seal of Approval," simply look for the team seal! It's the quickest way to find out if the games you buy are truly the best!

OPERATION WOLF

Taito Software (NES)

Hard-hitting battlefield action coupled with outstanding graphics and sound made this award-winning gun game a favorite in game rooms around the country. Brought faithfully from the arcade to home by Taito Software, Operation Wolf retains all of its slick packaging despite the fact that the coin-op's machine gun is no longer present.

Operation Wolf puts you in command of a one man army out to rescue a group of captured comrades from a secret enemy prison compound. Armed only with a machine gun and limited number of explosive grenades, you set out alone to destroy the enemy transmission facilities, support troops, and headquarters. Operation Wolf is a stunning graphics shoot-em-up with plenty of pop and enough fast action game play to keep you under fire for some time to come!



Coming in March from Taito Software

AIRWOLF

Acclaim Entertainment (NES)

Airwolf was a once-popular fantasy television program that centered around the exploits of a super-powered copter loaded with all kinds of high-tech gadgets and the capability to break the sound barrier.

While the show usually featured the stars taking part in various adventures on the ground as well as in the air, the Acclaim home video game version concentrates more on the nuts and bolts of battle rather than hunting Russian spies and wooing the beautiful ladies.

Airwolf boasts a wide range of scrolling scenery on top of which enemy aircraft and land based weapons attack. Lots of action and lots of firepower make this one a strong contender with the shoot-shoot-shoot crowd. Besides, it's based on an Ernest Borgnine show so it can't be all that bad.



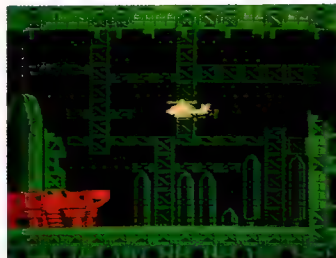
Coming in December from Acclaim Entertainment

COBRA COMMAND

Data East (NES)

You're flying in low over enemy territory, armed to the teeth in a special "COBRA COMMAND" attack copter that has a very special mission. Annihilate the opposing forces with guns, missiles, and your wits while driving deep inside toward the enemy capital.

Based on the hot new coin-op from Data East, Cobra Command mixes some nice graphics with high powered shooting action. You'll find power-ups, bonus rounds, and a search and destroy quest that brings you face to face with some of the meanest villains in video game history.



Coming in December from Data East

Coming Soon...



GALAGA Bandai (NES)

One of the most popular arcade games of all time finally makes its way home to the Nintendo Entertainment System courtesy of Namco by way of Bandai. While the theme is old, it's none the worse for wear in a simply extraordinary translation that captures the heart-pounding excitement of the coin-op completely.

For those of you who haven't left your rooms for the last decade, Galaga is in itself an off-shoot of a previous arcade hit titled Galaxian. Galaga offers an abundance of new features, however, that let the player double his firepower and shoot for higher scores. Lots of alien attacks and an occasional challenging stage round out this top notch title that is every bit as good as the first time it was played.

Coming in November from Bandai



GUARDIAN LEGEND Broderbund (NES)

Here's an action space game that incorporates a number of the rapid-fire features of your favorite coin-op titles, and increases the available options by opening up a number of new game ideas that turn a normal shooter into a galactic confrontation!

Coming in March from Broderbund



BIONIC COMMANDO Capcom USA (NES)

A sleeper sensation when it debuted in arcades last year, Bionic Commando has a theme and play mechanic that is better suited for a home system than a game room.

Bionic Commando presents a number of challenging adventures that place you, a half-man/half-machine super weapon equipped with a laser rifle and extending arm, against a legion of goose-stepping soldiers.

Bionic Commando splits the game play between actively eliminating the armies that stand in your way, and finding the correct paths through each of the futuristic complexes and the escape exits that spell freedom.

Although it didn't attract attention in coin-op form, this sequel to Commando has plenty of spice and a play mechanic that is absolutely involving. A wonderfully addictive home video game.

Coming in February from Capcom

A Great Sports Video Game From Jaleco.

An Exciting Consumer Sweepstakes Tie-In With Wilson.[®] Jaleco's Racket Attack Puts Extra Value In Every Game Pack.

Players love sports video games.

Leave it to Jaleco. Here's another exciting sports video game as only we make 'em... authentic!

Live action.

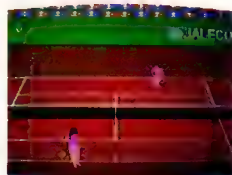
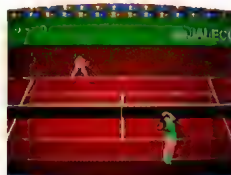
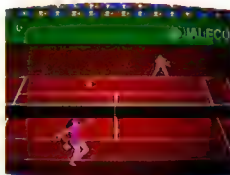
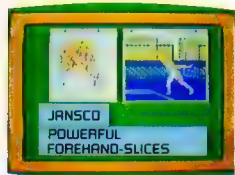
So real, you think you're actually playing. Just like BASES LOADED! Players look, move and act like live people, not cartoons.

Real-time tennis.

Control style and direction of serves. Rush the net or play the backcourt. Smash, volley, lob, slice, it's all there for you to master.

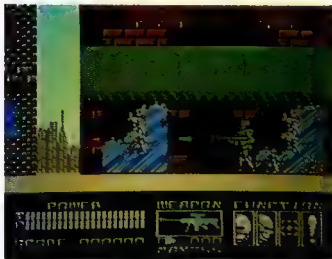
Wilson sweepstakes.

Big name in sporting goods ties in with Jaleco for a super, everyone-wins tennis sweepstakes. An entry in every RACKET ATTACK package.



**REAL-TIME
TENNIS** 

**Everyone wins!
WE'LL MAKE YOU A PRO
Sweepstakes**



ROBOCOP Data East USA (NES)

Robocop, the 1987 blockbuster film about a law-enforcement officer of the future, comes home for play on your Nintendo Entertainment System. You assume the role of Murphy, a good-guy cop who has been transformed into a half-man/half-machine cyborg after a deadly encounter with some of the meanest low-life scum you'll ever see.

It's up to you to find the bad guys in a variety of different play environments, while avoiding and overcoming various obstacles like military drones and other hidden dangers.

Robocop mixes great graphics with a dual mission that combines some elements from the best that the action and adventure genres have to offer.

Coming in January from Data East



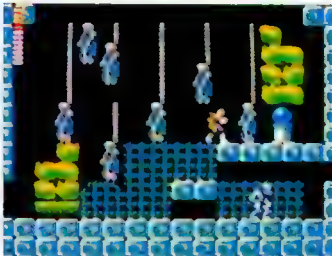
ULTIMA FCI (NES)

Ultima, the computer role-playing sensation that has spawned no less than four sequels, is now a game for your Nintendo Entertainment System!

Commanding a team of four adventurers across a land filled with treachery and danger, you must find a number of hidden objects and complete the quest before evil descends upon the land. Each of your separate characters has his own unique set of characteristics that will allow you to overcome the obstacles that lay strewn before you. Calling upon the talents of certain members of your party becomes a major strategic element in completing the Ultima adventure.

Ultima supports its sword and sorcery theme with some great scrolling "window" graphics that only let you survey the immediate area surrounding your characters as well as some outstanding music and sound effects.

Coming in January from FCI



SIMON'S QUEST: **CASTLEVANIA II** Konami (NES)

Simon, the brave adventurer who conquered a world of demons and defeated the Prince of Darkness himself in Konami's classic Castlevania is back for more in this super sequel that's loaded with twice the action and twice the surprise!

You're out to once again rid the land of the terrible curse of Dracula and his evil henchmen. Multiple levels of high resolution animation and game play are combined with new incentives and power-ups that make the Castlevania theme even better than before!

Coming from Konami in December

STARSHIP HECTOR

Hudson Soft (NES)

You command the Starship Hector on a mission to rid the galaxy of an invading alien war machine (sound familiar?) that has occupied a nearby planet. It's your job to power-up and take these nasties head on with everything you've got!

Be prepared, however, because your mission includes both horizontal and vertical game play that escorts you over and through alien landscapes of all kinds. Alternating screens feature new angles that definitely add some variety to the strong shooting theme.

Starship Hector also has some of the best graphics and sound effects available in a Nintendo shooter. The visuals are crisp and detailed and provide added depth to play.

Coming in March from Hudson Soft



ROBOWARRIOR

Jaleco USA (NES)

Robowarrior takes place in the near future on a far-away planet which has been colonized by Earth. The planet has been overrun, unfortunately, by a band of alien terrorists and the last of the Earth's defenses - the half-man/half-machine Robowarrior - has been dispatched to eliminate the invading troops.

Robowarrior combines strategy with action in just the right amounts to capture the sense of excitement and surprise of such games as The Legend of Zelda, while keeping the action coming at a steady pace. Hidden power-ups, underground bonus scenes, and a screen-full of implements aid you on your quest through eight different regions filled with aliens and alien bosses!

Coming in March from Jaleco



TRACK AND FIELD II

Konami (NES)

Get ready for 15 new events in this home game sequel to the arcade smash. Track and Field II introduces spectacular new contests of skill and timing that pick up right where the arcade (and home) version left off!

Take a deep breath and dive into a cart with more sports spectacle than the Olympics! Track and Field II highlights Taekwondo, pole vaulting, canoeing, skeet shooting, hammer throwing, high diving, archery, hurdles, gymnastics, hang gliding, pistol firing, arm wrestling, fencing, swimming, and the triple jump! You'll find old favorites from the arcade as well as new events guaranteed to keep you challenged!

Outstanding graphics and musical themes round out this colorful and diverse cart. There's so much here, you're virtually guaranteed to find something for everyone!

Coming in January from Konami



Coming Soon...



RAMPAGE

Data East (NES)

Crush! Crumble! Chomp! Rampage, the Bally coin-op smash that tore up arcades everywhere with its crisp graphics, good multi-player interaction, and one of the most destructive themes ever is coming home! All the action and building-bashing mayhem are here with cities across America falling under the fists of gigantic Lizards, Werewolves, and Apes.

Guide your monster throughout the metropolitan areas of New York and Chicago while destroying skyscrapers and picking up the helpless civilians that make tasty appetizers to the main course of helicopters and masonry. Look out for the military, however, who have soldiers, tanks, and other obstacles heading to your town!

Coming in December from Data East



OTHELLO

Acclaim (NES)

Acclaim brings home Othello, the classic board game that requires strategy and creativity to overcome. You must place black and white colored tiles on an eight by eight checkerboard in an effort to have the most pieces remaining on the playfield once all the spaces are filled.

There is a trick, however, that brings a fantastic element into play. By sandwiching your opponent (in this case another person or the computer) between your colored tiles, all of his pieces flip and change to your color!

Othello demands forethought and the use of many different strategies from many types of games to master. It's a wonderful board game that allows solo play thanks to the Nintendo Entertainment System!

Coming in February from Acclaim



PLATOON

Sunsoft (NES)

Based on the Oscar-winning Oliver Stone film, Platoon is a close translation of the European computer game of the same name. In this multi-screen action-adventure, you must walk the jungles of 'Nam looking for objects that will help you survive while avoiding or fighting the enemy soldiers that constantly patrol the region.

Platoon has quite a few nifty features that introduce added strategy and role-playing overtones. You can examine villages, for example, and find trap-doors that lead to underground tunnels and other dangers. Platoon from Sunsoft captures the excitement of the movie every (booby-trapped) step of the way!

Coming in January from Sunsoft

R-TYPE Sega (SMS)

A visual tour-de-force, R-Type, strange as its name may be, is one of the most fantastic space shooters ever introduced to the arcades. Crisp graphics and enormous enemy creatures fill the scrolling screens from top to bottom with hideous shapes and enough challenge for ten games!

Setting out to eliminate the evil Bydo Empire, you command an R-Type space fighter that is loaded with special abilities. Not only can you build your firepower into an enormous volley of energy (equal to ten regular shots), but you can retrieve all kinds of special power-ups, shadow ships, and a weapons module that can be maneuvered for front or back attacks.

The graphics are spectacular. R-Type has some of the slickest animation and characters ever seen in a home game. Definitely the next generation of Sega video games!

Coming in December from Sega

Y'S Sega (SMS)

Sega adds to its adventure game lineup with a cart that, despite its unusual name (pronounced "ease"), actually has some rather interesting features.

Y's combines aspects of both action and adventure games, but leans on the adventure aspects slightly more. This multi-screen fantasy introduces a wide cast of characters that you can interact with on a number of levels. You can talk, haggle, and buy a variety of weapons and treasures that will aid you in your quest.

Fantastic graphics and a nice soundtrack compliment a good RPG cart with a high level of playability.

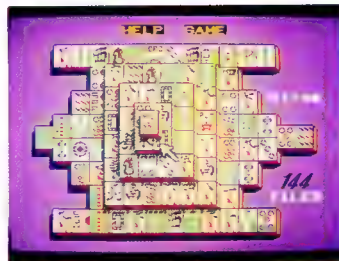
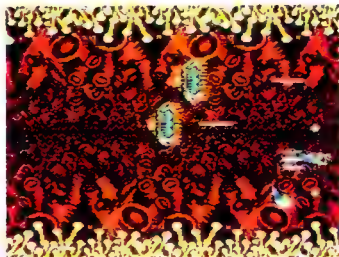
Coming in December from Sega

SHANGHAI Sega (SMS)

The ancient Japanese tile game of Mah-Jongg, over 25 centuries old, comes home courtesy of Sega for play on the Sega Master System. This Solitaire-type game features 144 tiles that are arranged in the special "Dragon" formation whereby the tiles are stacked like a pyramid. You must remove the tiles in identical pairs and whittle down the pyramid until you remove the last two tiles.

The game is not as easy as it sounds, however, and you can guarantee that it will be quite some time before you get down to those last two pieces. Shanghai is incredibly addictive and offers numerous options that you can bet weren't available to players two thousand years ago. You can change music (or choose no music at all), play regular (which has computer-aided cheat modes), tournament (with no cheat options), or challenge (against another player). It's a wonderful strategy game that is a great appetizer for a long night of shooters.

Coming in December from Sega



Coming Soon...

THE 1989 "PLAYER'S CHOICE AWARDS"

1988 was a banner year for video games! We saw Nintendo continue to solidify its presence in the gaming industry with even more third-party companies joining the ranks of Konami, Capcom, and Data East.

1988 also delivered active third-party support to the Sega Master System; a shortcoming that had plagued the unit from its inception. Activision, Milton Bradley, Mindscape, Epyx, and Parker Bros. were just a handful of the third-party companies that pledged to offer their programming talents.

1988 brought renewed hope to Atari Corp. and their three gaming systems. A development agreement with Axlon, a company owned by Nolan Bushnell - one of the fathers of the video game and the inventor of the Atari VCS - promised to deliver some exciting new titles, and an aggressive licensing campaign will bring home arcade hits that had before been solely available on the NES.

Above all, 1988 saw the release of more than 100 new video games for the above three systems. Arcade and action titles continued to receive strong play from corporate and third-party programmers, while strategy and role-playing games developed a niche all their own. Some were better than others, of course, and while each game had its own strong points, some of the carts released in 1988 were nothing less than outstanding!

That's what the 1989 'Players' Choice Awards' are all about. To highlight those games which displayed superior playability the U.S. National Video Game Team has chosen those titles that they feel are absolutely the best there is. The Internationally renowned team of champion players (together they have over two dozen high scores in the 'Guinness Book of World Records') has set their sights on the best of '88, with some very surprising results!

All of the games selected will receive the U.S. National Video Game Team's 'Players Seal of Approval' as well, to spotlight the great game play you're looking for and to steer you to the best games you can find. Look for the team seal whenever you buy video games and video game accessories!

BEST VIDEO GAME OF THE YEAR

The winner is...

**Double Dragon by Tradewest for the
Nintendo Entertainment System**

Definitely the most eagerly-awaited home video game of the year, Double Dragon lived up to all expectations and quickly jumped into the number one position; a place that it had occupied as a coin-op for over 12 months! It retained all of the game play and superb animation that made it an arcade sensation, and even threw in some new features that make it play like an entirely new game.

While the NES Double Dragon didn't have the two player option that had originally made the game a hit, that doesn't detract from the terrific interaction and involving game play. Four separate missions filled with all kinds of street roughs and dangers, kept the challenges constant and the action intense!

Even though there were dozens of games nominated for this, the greatest of all honors, Double Dragon came out on top because it was the most anticipated game of the year and ultimately lived up to all expectations! With instant sell-outs and limited numbers available, Double Dragon has become an overnight classic that will not be beat for some time to come!



BEST ARCADE-TO-HOME TRANSLATION

The winner is...

Rampage by Activision for the Sega Master System

A hard-hitting bash-em-up with a very amusing twist, Rampage owed most of its coin-op success to a unique formula that combined great game play with superb graphics and animation. Kick in multi-player options and a choice of on-screen characters and you've got a theme that can carry a game through over 200 different rounds of city smashing mayhem!

This same level of quality has been completely captured in the Activision home version for the Sega Master System. You get all the monsters, all the blown-out buildings, and all the game play that made Rampage a number one hit across the country! The screen graphics and character animation is virtually identical to the arcade blockbuster, with up to two players simultaneously punching their way through the largest metropolitan areas in the country!

Rampage plays so close to the arcades you may start looking for the coin slot. But surprise! This new Sega Master System title is a cream of the crop cart that has nothing to hide! It's a fantastic translation of one of the best original coin-ops in years!



BEST ORIGINAL GAME

The winner is...

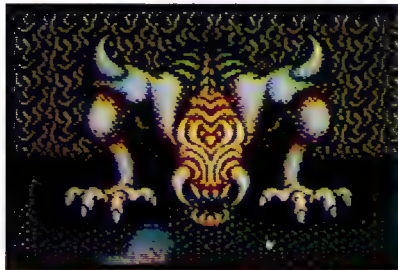
**Blaster Master by Sunsoft for the
Nintendo Entertainment System**

Two of the most popular themes of the year were the high action search and destroy titles as well as the adventure games that introduced elements of Role-Playing into the carts. What a wonderful idea it would be to merge the two existing themes into one game that would capture the mystery and surprise of adventure yarns like *Legend of Zelda*, while offering non-stop *Contra*-like running and shooting thrills along the way! Well apparently Sunsoft had the same thoughts in mind when they design *Blaster Master*.

Blaster Master is comprised of several game modes that each have their own look, feel, and affect on play. The goal of your mission is to find a pet frog that has jumped down a strange hole (the adventure), while blasting it out with the denizens of the underworld that are out to get you no matter what the price!

The meshing of the two play concepts could have quickly become a disaster if either the adventure or action elements became uneven. Fortunately, however, Sunsoft did an absolutely remarkable job of jamming in lots of shoot-outs within three different play perspectives. You can go against the underground bad guys in a souped-up jumping tank that will take you from world to world; outside of your tank for some one on one encounters; or enter any one of the caves that occupy each level of play and introduce incredible oversized monsters that literally fill the entire screen. As in most adventure games, you must get certain power-up items before you can progress through to higher levels of play and ultimately finish the quest and the action portion of the game is where such power-ups are earned.

Blaster Master is a great game with all the strategy of a *Metroid* and shooting of an *Ikari*, placed against an original background that is definitely the best executed new theme of the year!



BEST GRAPHICS

The winner is...

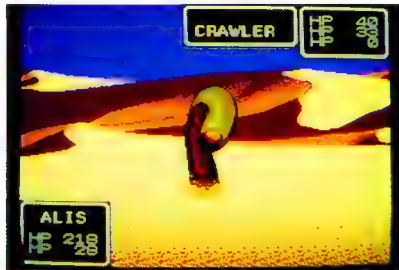
Phantasy Star by Sega for the Sega Master System

Video game graphics have become more and more integral to video games as a whole over the past year then probably any other game component. With arcade machines leading the way, hot new titles like *The Ninja Warriors* and *Operation Wolf* have introduced us to a new era in gaming where the characters are lifelike and move with haunting realism.

The same philosophy holds true with home video games as well. While game interaction and game play are always the most important factors in the success of a new cart, the graphics and animation has become equally necessary, with players demanding top notch, high resolution characters that can move and react like the arcades. Smooth animation and finely detailed graphics may not make a great game, but they can provide that added boost that makes a good game outstanding.

The animators at Sega, with a little help from their Sega Master System, have cooked up a cart that blows everything else away! It's a Role-Playing adventure that spans several worlds and encompasses all kinds of strange alien settings. *Phantasy Star* relies heavily on visuals as part of the game play, using a frame-by-frame structure that delivers the action in the form of picture windows. Various options are then displayed next to these windows, providing the appropriate moves that can lead you to the next adventure or certain doom.

Although the play mechanics are not revolutionary (RPG's have become a rage in Japan), *Phantasy Star* does have some of the most brilliant game screens ever brought home. Elaborate drawings of otherworldly creatures make this game a sight to behold. Breathtaking panoramas of alien landscapes combined with highly detailed illustrations of the game characters and good game play make this game a winner on several levels. But for pure graphics appeal, there's none better than *Phantasy Star*.



BEST ACTION GAME

The winner is...

**Contra by Konami for the
Nintendo Entertainment System**

Although it didn't make the top spot, Contra could have just as easily captured Game of the Year honors. It's a high action shooter with super graphics, sounds, and play that is almost identical to the arcade game on which it's based. Every ingredient has been mixed together in the proper amounts to make Contra one of the most intense games ever!

You and your friend must infiltrate the evil Red Falcon organization that is plotting to take over the world. With your trusty pulse rifle in hand you must eliminate the invading troops and conquer their fortresses. Power-ups are waiting along the way to really push your firepower to the limits!

With constant blast-em-up action set in both horizontally scrolling and first-person play environments, Contra is a must-have for everyone who wants a great game that will deliver lots of shooting action!



BEST SPORTS GAME

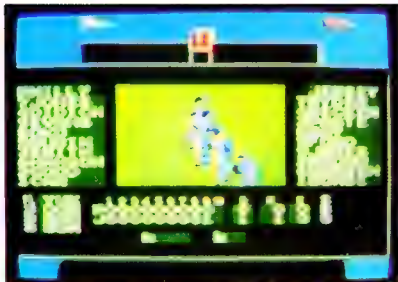
The winner is...

**Bases Loaded by Jaleco for the
Nintendo Entertainment System**

Take a look at the current and upcoming releases for the Nintendo Entertainment System, Sega Master System, and Atari systems and you'll find one common thread running through them all. Sports games! With plenty of football, baseball, tennis, basketball, and other competitive sports getting play time on all the systems, it's not an easy task to define exactly which one is best.

Out of all the possibilities, however, there is one title that not only captures the essence of the sport that it's trying to duplicate, but adds upon it by including voice, full season play, and more options than you can imagine.

The game is Bases Loaded. It has weathered the competition of four other Nintendo baseball games to come out on top. All the rules are here, and you've got to learn them well because a full 132 game season awaits. You can choose from a variety of teams and a variety of players that have their own abilities and strengths. This cart gives you everything, including voice, passkeys, and some of the best video baseball action anywhere. Bases Loaded is a fantastic sports simulation and an outstanding game.



ChesterField

FACE THE ULTIMATE CHALLENGE
IN THE UNDERGROUND

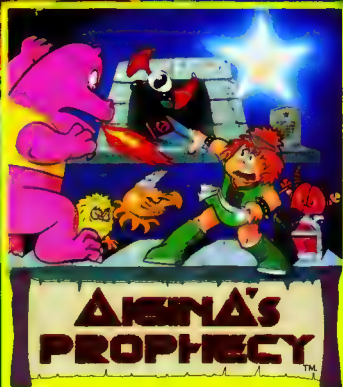


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Can you handle it?

The peaceful kingdom of Guldred was turned into a battlefield when King Gule i was murdered by the evil General Gemon. The Queen and the young princess, Karen fled to the king's ally, Vuckviser, on Chester Field Island. On their way, the Queen was killed, and Karen was kidnapped.

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The ancients stored the Aura power into a star-shaped stone to save the Earth from complete destruction by the Dark Comet. Then the stone was broken into 5 parts, each part buried with a riddle. Jason, a brilliant young archaeologist, unexpectedly discovered one such riddle in the ancient Babylon ruins. Join him now as he fights both time and hideous enemies of the underworld in his quest to gather the stones of Aura and save the Earth from the Dark Comet.

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Chester Field and Alina's Prophecy are available for the Commodore 64/128. Commodore is a trademark of Commodore Electronics, Ltd.

THE 16-BIT SOLUTION?

New
game
machines
bring
arcade
technology
home . . .

Are you ready for the next generation of gaming machines? Well pick up your joysticks because the sixteen-bit invasion is upon us! In the coming year various video game companies have plans to turn the nation onto a new breed of games, with challenging carts that aren't confined to the normal limits today's machines have. "This is the beginning of a new era in video games," one company representative boldly stated, "it just can't get any better than this."

There is some truth to that statement. Out of the four sixteen-bit systems that are rumored to be under development or completed, two have officially been released or unveiled. These two consoles, the P.C. Engine and Sega Mega Drive, have already gotten an enthusiastic welcome in Japan where the Engine has recorded sales of over 1,000,000 units. The Mega Drive, which is a truly state-of-the-art system, will make its official store front debut in the latter part of October and is expected to deliver outstanding sales as well.

The remaining sixteen-bit game consoles are still up in the air, but it is known that Nintendo will unveil their new game system in Japan sometime this winter, anywhere from December to February. Another company rumored to be working on a similar form of game technology is the American software company, Epyx. Regardless of their final appearance outside of Japan, the sixteen-bit super systems are definitely looking like the wave of the future. Without a doubt Nintendo and Sega will withhold these new consoles until the American market dictates their need and the game playing public indicates their desire for "the next step". But until that date, possibly sometime later in '89, game players will have to remain con-

tent with the knowledge that these systems are only one step away.

P.C. ENGINE NEC

The oldest of all the super machines, the P.C. Engine has already attracted over 1,000,000 users in Japan with its fantastic graphics, five-voice stereo sound, and library of games that includes arcade favorites like R-Type, Galaga '88, and Dragon Spirit. Although it's not a sixteen-bit system per se (it does have a processor that is identical to the Nintendo Entertainment System), it has a specially developed visual chip that greatly enhances the screen resolution and available colors.

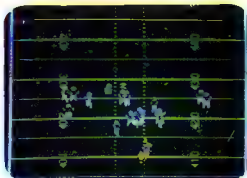
Barely large enough to fill your right hand, the Engine is unique in several ways. While it shares the same flat pad controls that have been popularized by Nintendo and Sega, the P.C. Engine uses revolutionary plastic cards as the medium on which game information is stored. These resilient game paks are just slightly smaller than your typical credit card and pack more power than any conventional cartridge on the market. They plug into an exposed port on the top of the P.C. Engine with a start button that firmly snaps the card into place. The card system has a number of pros and cons that include memory storage which unfortunately requires some multi-level games, like R-Type, to be split up into two parts on two different cards. It's a minor inconvenience that hits twice as hard on the pocketbook.

The P.C. Engine also has some fantastic expansion capabilities that include up to five player simultaneous

(Continued on page 25.)



One great quarterback



It's third down and a long four to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming!

You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the SuperBowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's **QUARTERBACK™**. So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.



deserves another.

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game cartridge made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

Get it now before time runs out. Remember, you have no time-outs left.

Look for John Elway's **QUARTERBACK™** wherever you find Tradewest's other block-buster hit, **Double Dragon™!**



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(16-Bit from page 22.)

action, stereo interface, and a remarkable new CD Rom unit that will allow up to million times as much information than the current card system as well as recorded music, voice, and sound effects.

The real strength of the P.C. Engine lies in its great lineup of games. Introduced with the first chapter of R-Type (the game's first four levels), the unit quickly topped the charts with fantastic sales despite its higher price. Follow-up games include the very unusual Ken and Kato, a Super Mario Bros. variant, arcade classics that include Fantasy Zone, sports entries such as Power League Baseball and World Court Tennis, and a number of adventure, action, and strategy role-playing titles.

THE MATTEL CONNECTION

It now appears that the P.C. Engine may make its way to the U.S. sometime soon. There are reportedly several interested parties with some of the rumors indicating that ex-gaming giant Mattel may get back into the biz with the Engine. Mattel, whose Intellivision marked the "next generation" back in the late seventies when the Atari VCS was king of the hill, has apparently voiced interest in snapping up the rights to the Engine and may be marketing it as soon as next year.

While the final look and ability of the Americanized P.C. Engine is unknown, it is rumored that NEC will slightly rework the diminutive console to give it a larger appearance, and may change the input format so games like R-Type do not have to be divided into separate game paks. One of the potential drawbacks, however, surrounds the games - which is the system's strongest selling point in Japan. Titles like Galaga '88, Dragon Spirit, and R-Type have only been licensed for play in Japan. Whether or not a U.S. representative will be able to bring these games into the American market is up in the air, but it's necessary for success here in the U.S. Third-party support is another important area that will definitely need to be addressed for the unit to make it within the ranks of players like Nintendo and Sega.

SEGA MEGA DRIVE

Similar in most respects to the P.C. Engine except for its true sixteen-bit capabilities and 68000 microprocessor, the Sega Mega Drive (its Japanese name) is a wonderful update to the Sega Master System. This unit is absolutely incredible, with many built-in features that are truly remarkable!

The Sega sixteen-bit is also smaller than the current batch of gaming systems with a cartridge port that extends to both edges of the slightly raised circular surface that rests atop the units base. Also gracing the surface of the unit is a volume control that works in tandem with an earphone jack on the front of the machine, a large reset button for starting new games, and a cartridge "lock" mechanism that secures a cartridge in place. Two joypad ports are also recessed on the front of the console.

The pad controllers that come with the Mega Drive closely resemble the NES Max. The crescent moon shape houses a directional pad and three fire buttons in addition to the start and select buttons. The pads are large enough to fill both hands and are very comfortable and easy to use.

EXPANSION

The Sega sixteen-bit is made with expansion in mind. During its unveiling in October a number of add-ons were shown that expand the unit in a number of directions.

First and foremost, the new Sega system will be able to play existing Sega carts with the use of a low-priced expansion module. A Z-80 processor, identical to the one employed by the Sega Master System, is resident in each Mega Drive that will logically enable the new console to play older software.

The Mega Drive may also be able to grow into a personal computer with a full computer keyboard and disk drive to be available sometime in '89. Other peripherals include a light pen that will let you draw all kinds of pictures, with the aid of a painting program, onto your television screen. Mega will also

have CD Rom capabilities that are similar to the P.C. Engine.

Graphics and sounds meet or exceed the P.C. Engine with ten-voice stereo sound and resolution that is identical to the P.C. Engine. The Mega Drive, however, has several routines built into the hardware, like scaling and tracking, so games like Thunder Blade, where objects approach from the distance and grow increasingly larger, will be extremely smooth and crisp.

Initial games to be available for the Mega system include "super" and "sequel" versions of current Sega arcade and home game favorites. Super Thunder Blade, Space Harrier II, Altered Beast, Phantasy Star II, and a new Alex Kidd adventure will be among the first releases for the Mega. Each has great good looks and plenty of fantastic play to match.

Sega's Mega Drive may be the first of the new machines to find its way across the Pacific. Sega has already recognized the existence of the console over here, and it's rumored that several third-party sources will soon be developing for the sixteen-bit unit. When it hits store shelves is questionable, but U.S. buyers will more than likely get their first glimpse of the Mega Drive at the upcoming Winter Consumer Electronics Show. Stay tuned.

SUPER FAMICOM NINTENDO

To be unveiled in November, the Super Famicom is Nintendo's bid at the sixteen-bit game machines. While very little is known about the unit at the time of this writing, it is known that the system will be released in conjunction with a special Super Mario Bros 4 title. Analysts predict that the new Nintendo console probably won't make its way over here for some time due to the great success the Nintendo Entertainment System continues to enjoy. Introductions of other sixteen-bit game systems may necessitate a move by Nintendo to get their machine out in the U.S. as well. Time, as always, will tell. ■

- Steve Harris

Considering the recent advances in video game technology, it's not surprising that the quality of today's home systems is fast approaching that of their arcade counterparts. Today's systems feature all of the high resolution graphics, digitized audio programming, and state-of-the-art play found in your favorite arcade classics.

Only until recently, the major stumbling block dividing home games from their arcade counterparts was the ever-present interaction factor. No matter how closely game play approaches that of the coin-op games, there is no way to reproduce the feel of the arcade machines with the standard flat pad controllers that now dominate current home game consoles.

Capitalizing on this void, manufacturers and third party producers have started to capitalize on the success and support currently being enjoyed by the Nintendo Entertainment System by unveiling a number of joysticks and other peripherals. Offering greater flexibility and game control, these sticks can transform good games into great ones while allowing players to display their talents to the fullest.

But, you might ask, "what stick is right for me? Are there any for left-handed players? Will these new controllers really stand up to repeated play? Do they even improve game play at all?" Enough questions - we'll give you the answers!

Taking Control



NES ADVANTAGE + (Nintendo)

True to its name, this joystick offers playing advantages **plus** a host of other benefits that together made it unlike anything ever seen before when it was released; both in and out of the arcades!

This attractive unit boasts the same grey/black/red color tones found on the NES master unit. Measuring roughly 9" x 7" x 2", the NES Advantage + is one of the first to claim honors for faithful eight direction "arcade-style" reactions. The joystick extends approximately three inches from the base, favoring the left portion of the unit.

The metal stem is topped with a hard plastic ball just like the joysticks found on most of your coin-op favorites.

Connecting the NES Advantage + to the main system is a 6' cord which splits at the end to accommodate both joystick ports. This thoughtful design makes it easier for two people alternating between plays to enjoy the benefits of playing with the Advantage + without having to purchase a second stick (unless, of course you're playing a simultaneous game such as Mario Bros. or Ikari Warriors).

The 'A' and 'B' buttons are located to the right of the stick, rendered in an equally vibrant red. The buttons are slightly raised from the face of the unit and are oversized for easy access.

Directly above each button is a special "Turbo" knob which works in tandem with depressed buttons for optional rapid fire and sustained speeds.

A 1-2 toggle switch, Start/Pause switch, Select switch, and Slow switch are also included on the surface, blending well with the high-tech design of the joystick. The background of each function is basically self-explanatory, with the 1-2 Player indicator allowing you to exchange the same base between friends. The others serve identically to the counterparts found on the pad controllers.

The "Slow" switch is another unique feature of the Advantage + that decreases the pace of play by rapidly triggering the pause function in quick

succession. Yet another credit to the NES Advantage +, the slow-motion option is a great help when developing strategies or becoming acquainted with a new game.

Nintendo has done a great job of incorporating several enhancements that ultimately improve game play within a solid base unit that, although oversized, is weighted perfectly to prevent any kind of slipping or sliding. The only cumbersome features to avid game players may be the lack of dual sets of A and B buttons to facilitate both left and right handed gamers. Beyond this minor criticism, the NES Advantage + is a well designed, finely calibrated piece of equipment that is far more than just a simple joystick. Not only does the Advantage + and its eight-directional stick provide additional control during play, the rapid-fire and slow-motion features bring a new level of quality to all games played on the NES.

Nintendo has once again done their homework in the engineering and design departments. The result is one of the best joysticks ever produced for any system, with plenty of thought put into the players who use the stick, as well as the games it plays.

FREEDOM STICK (Camerica)

As the name indicates, the new Camerica Freedom Stick does provide you more mobility than any other video game joystick currently available for use with the Nintendo Entertainment System (as well as the Sega Master System, or Atari/Commodore systems). This universal stick (adapters make it compatible with any of above systems) is a real breakthrough in joystick technology, giving you the maneuverability and control that you need to improve your scores while not cramping your style.

Its outward appearance resembles many other joysticks currently on the market, with a base measuring roughly 8" X 6", with a sleek, sloped design and



suction cup feet for optimum stability. The joystick graces the left portion of the unit, with a stem that rises slightly higher than two inches and is capped with an arcade-style ball for firm gripping. The A and B buttons are angled on the right, as well as the Start and Select. Rapid-fire and one or two player select switches border the start and select buttons.

While the exterior of the Freedom Stick may seem familiar, the interior is nothing short of revolutionary! Using hi-tech infrared beams, the Freedom Stick allows you to play your favorite games from almost anywhere in the room! Those annoying wires are finally gone with no loss of control or performance! The infrared beams allow you complete maneuverability at distances of up to 18 feet! This fantastic innovation lets you have the freedom and the scores that you want!

Camerica's Freedom Stick succeeds not only as a good remote-control joystick, but as a good joystick as well. The unit is comfortable, easy to handle, and comes with the same one/two player toggle as the Nintendo Advantage +, allowing you and your friends to enjoy the same stick! Like all good joysticks, however, the Freedom Stick succeeds where it's most important - at improving your scores! In fact, the Freedom Stick wireless remote control's eight direction precision switch action provides the same type of precise control

found in arcade joysticks. It's smooth and accurate and definitely top of the line!

Players who want the ultimate in freedom and control will love the new Freedom Stick wireless remote control joystick. It has everything you need - and without those restraining wires, in a stylish package that will definitely change the way you play games.

ULTIMATE SUPERSTICK (Beeshu)

Here comes the latest in Beeshu's line of high-control joysticks for the Nintendo Entertainment System and the Sega Master System. Once again you'll find the greatest degree of quality design meshed with special features that truly bring the Ultimate Superstick to the front of the pack!

Since the Nintendo Entertainment System hit the market, dozens of joystick manufacturers have answered calls for better, more responsive, and smoother handling joysticks. Beeshu has been a leading innovator in low, medium, and high range models, and has consistently delivered top of the line goods. Their latest, the Ultimate

(Continued on page 73.)



THE MARK OF EXCELLENCE

To identify those games which display superior design, the U.S. National Video Game Team, a collection of the world's finest game players, have started an endorsement campaign to point out those games which deserve special attention. In this section you'll be seeing the most outstanding home video games, computer software and related peripherals honored with the team's "Player's Seal of Approval." It's your guarantee that the games you buy are of the highest quality available . . .

IRON TANK

**SNK
(NES)**



SNK Corporation of America has become one of the top producers of quality game cartridges for the Nintendo Entertainment System. Starting with the release of Athena and Alpha Mission, solid adventure and space shooter fare, SNK followed with absolutely fantastic translations of their

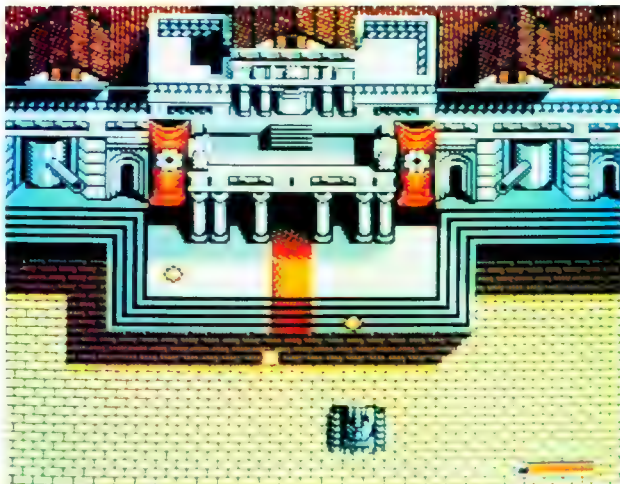
Ikari Warriors and Ikari Warriors II: Victory Road. Both of these combat simulations followed the perennial success of their coin-op predecessors, even expanding the original titles by offering additional challenges and exciting sights to sustain playing satisfaction beyond the initial theme. Add Fighting Golf, one of the first games to be endorsed by the U.S. National Video Game Team, and SNK's product line-up shines as bright as any currently available.

With the release of Iron Tank, SNK once again reaffirmed their status as a leading producer of Nintendo software. Iron tank has all of the fantastic

graphics, sterling sound effects, and captivating game play that have become the trademarks of SNK titles. Iron Tank is a wonderful surprise that packs a tremendous and satisfying punch. Loosely based on the SNK arcade sleeper-hit TNK III (its original title), Iron Tank puts you in command of a truly awesome war machine. You command an arsenal of tanks that must blast their way behind enemy lines, invade the compounds of the rival forces, and eliminate the power behind the country.

The Iron Tanks are equipped for multiple types of warfare, but the primary goal is to smash the enemy's incredibly powerful forces. Throughout the course of play you'll traverse cities, plane hangers, and other dangerous regions, clearing a path for your unseen support battalions that are pulling up the rear.

Game play is divided into two sections, increasing the overall appeal of the game while providing additional options that become extremely necessary in later rounds of play. Eliminating certain enemy forces awards power-ups that can increase the range and power of the Iron Tank's weapons, as well as adding energy to your reserves and occasionally uncovering a secret bonus weapon. There is also a radio that can be called in designated areas to keep you informed of upcoming dangers and important regions, while providing you with the status of your supporting troops. The main and sub-



Iron Tank

(Continued on page 30.)



Gauntlet

screens work very well in tandem, and the radio feature is especially noteworthy, marking yet another revolutionary play concept from SNK.

This is one of those rare carts that doesn't seem to lack in any area. The graphics are simply stupendous, drawn to crisp detail with realistic shading and shadow effects that bring the action to life! Visually, Iron Tank rivals any other Nintendo game currently on the market.

The musical backdrop is equally outstanding, and the sound effects support the whole title in a number of ways, drawing you even further into the battle! Different regions boast different sound tracks, and each of the high-powered tunes are blended together to perfection!

Iron Tank is pure magic! The action is as hard-hitting as you could want, and the whole cart overflows with a very special energy that is seldom seen in a home translation of a coin-op game. SNK has combined all the bells and whistles of the leading carts with a brilliantly supported theme to come up with a video game tour-de-force! Iron Tank is destined to be one of the most talked about, most sought after, and most played Nintendo Entertainment System video games ever released!

GAUNTLET

Tengen
(NES)



Welcome adventurer! Stand ready to battle creatures of evil and find your way through the winding passages of over 100 rooms of danger on a quest to overcome the vicious Morak. This great new Nintendo cart encompasses action from both the original Gauntlet arcade game from Atari, as well as its expanded sequel Gauntlet II. It also throws in other options not found in either coin-op version of the game.

Gauntlet lets either one or two players compete as any of the original Gauntlet characters including Thyra, the Valkyrie; Thor, the mighty warrior; Merlin, the master wizard; and Questor, the fleet-footed elf. Just like in the arcades, each has his or her own fighting style, strengths, and weaknesses.

You begin the Gauntlet adventure in a series of mazes that are littered with treasures, keys, potions, and other power-ups that affect your character's overall abilities. Unfortunately, these

mazes are also filled with the evil henchmen of the dark overlord Morak. Ghosts, Grunts, Demons, Lobbers, Sorcerers, Acid Pools, and other creatures attack your brave adventurers at every turn. Traps, stun tiles, fake exits, and other dangers have also been added to complicate your journey even more!

The real strength behind the Tengen home version of Gauntlet is that it not only captures all of the fantastic action from the arcade title, but also tosses in a good dose of strategy to round out the cart and offer additional flavor to the swords and sorcery theme. Don't plan on fighting your way towards one exit, because now you must map your progress through each of the game levels to find the right exits that will lead you to the appropriate rooms. You must also uncover the correct paths to special secret rooms that hold the important answer code to the final game level. If you fail to find the correct codes that unlock the passage to

Morak's dragon guardian, your quest will come to an abrupt end. Successfully entering a legitimate combination, however, will bring you face to face with a fantastic, three-headed, fire-breathing monster and the orb that can save the peaceful people of Rendar.

Gauntlet does a magnificent job of duplicating the fast-paced action of the arcade mega-hit on which it's based. Players will be pleasantly surprised, however, to find that the programmers of this Gauntlet have elevated the game beyond the simple but solid action of the coin-op! With just the right amount of strategy thrown into the arcade style game play, Gauntlet approaches complete perfection and stands out as one of the very best games available for the Nintendo Entertainment System! Blue ribbon graphics, limited but effective voice, and a soundtrack that sets the perfect mood complete this well-rounded entry and serve as an example of how a good theme with good supporting features can become pure gold!

Gauntlet is a wonderfully satisfying adventure that goes one step beyond its arcade counterpart to deliver action that is well deserving of this U.S. National Video Game Team endorsement!

PAC-MAN

**Tengen
(NES)**



Can you name the most successful video game character of all time? Of course you can, it's Pac-Man, the little yellow ball with the voracious appetite for dots and blue ghosts that generated nearly a dozen sequels in the arcades and truly brought about the video game craze in the early eighties.

Now the pie-chomping gobbler is coming home courtesy of Tengen and although the concept is a bit dated, the Nintendo version of Pac-Man has all the great play appeal of the original coin-op.

While it's doubtful that anyone who hasn't been living in Timbuktu for the past decade is unfamiliar with Pac-Man, a refresher course may be in order. Pac-Man is set in a maze filled with dots, energizers, and fruit, as well as a cast of hosts who are up to no good. As the Pac-Man, you must guide your way through the maze to clear the dots that are found in certain areas while avoiding the spooks who are constantly giving chase. An occasional fruit symbol rounds out your diet and increases your score dramatically as play progresses.

The game's big twist comes when you gobble up one of the four larger power pills that can be found in the corners of the maze. Digesting one of these flashing energizers enables you to turn the tables on the bad guys and render them harmless for a short period of time. They not only can't hurt you while they flee, but you can swallow the blue ghosts down for bonus points that double with each successive monster you chomp!

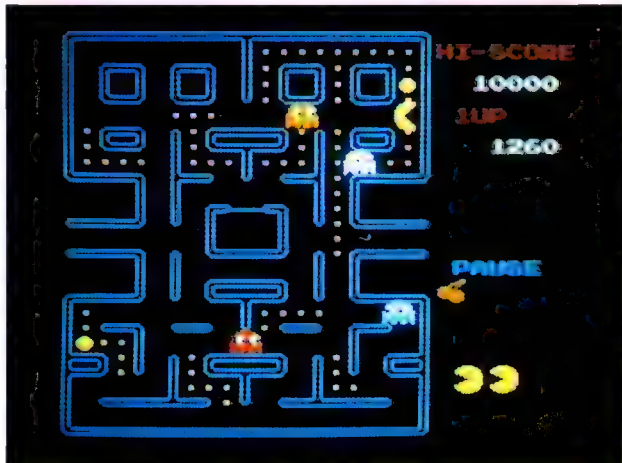
Beyond the fairly straightforward theme, Pac-Man also boasts a number of odd demo modes and intermissions that enhance this version dramatically. Previous versions of Pac-Man for computers and home consoles have sacrificed these supporting features, but Tengen's translation of the arcade quarter chomper is virtually flawless in both appearance and execution. You

get to meet the cast of characters and learn their nicknames, and the antics that take place between Pac-Man and Shadow the ghost after certain rounds have been cleared are identical to the cartoon intermissions found in the coin-op version!

If you want a faithful translation of the one and only Pac-Man then look no further. This game has all the exciting features you'll find in the arcade, as well as new patterns for the ghosts, so don't expect to beat the game with your old patterns! The Tengen home version of Pac-Man looks, sounds, and plays so close to the original you'll be looking for the coin slot!

courses (USA and Japan), Fighting Golf delivers more options and versatility than almost any other sports game currently available for the NES. A multi-player feature that allows up to four people to challenge strokes, as well as a "Nassau" game that lets the computer participate, and a hole-by-hole "Practice" game, round out the menu of options.

After you've made it to the tee, you can select any one of three isolated angles (your position, the layout of the hole, and the green) before you make your shot. Once you are familiar with the course, you must use the directional cursor to line up your drive, taking



Pac-Man

FIGHTING GOLF

**SNK
(NES)**



Everything you could want from a golf game and more has been packaged into Fighting Golf from SNK. From a select cast of four different golfers who each boast their own personal traits, to a complete set of clubs (including woods and irons), to two full eighteen hole

the changing wind speed into consideration and being careful to avoid any trees or hazards. After you're satisfied with the angle of your shot, you must select the appropriate club and use the power meter to determine the strength and follow-through of the stroke.

Fighting Golf does a wonderful job of blending the strategy of golf with the fast action reflexes of the best arcade games. While a simple knowledge of the various clubs helps, it's not necessary since in most cases the game serves as a master caddy and selects the correct clubs for you. Lining up the shots to accommodate for the wind takes time to master, while the reflex

meter maintains an exciting and challenging tone to play.

Fighting Golf also supports the game play with some excellent visuals and animation. The majority of the screen graphics are dedicated to an amazing multi-angle view of the action that follows the ball from the club using a variety of detailed backgrounds. The effect generated is much like that of a television camera that tracks the ball throughout its flight. The main characters of Fighting Golf are also animated, stamping their feet on the ground when you hit a hazard, and giving the thumbs up when a hole is scored under par.

Fighting Golf is without a doubt the best golfing game ever made. Its interaction and challenge are equaled only by an attention to detail that is unsurpassed. Fighting Golf provides plenty of thrills and stands out not only as one of the best sports games ever made, but as one of the best carts available for the NES.

R.B.I. BASEBALL

**Tengen
(NES)**



One of the most popular games ever released in Japan, RBI Baseball reproduces the fun and excitement of our nation's favorite pastime brilliantly. RBI Baseball captures all the splendor and strategy of the game, with plenty of personalized features and subtleties ranging from the fleet feet of



Fighting Golf

Willie McGee to the stinging fast ball of Nolan Ryan.

You begin play by choosing which of the ten Tengen teams you would like to represent. The Tengen league includes pro clubs like the Detroit Tigers, New York Mets, and even the American and National League All-Stars. Each of the teams contain all of the world-famous players; duplicating their abilities by perfectly matching their strengths and weaknesses. RBI Baseball is the only video baseball game to have permission from the Major League Players Association to use the names and likenesses of the real pros!

Once a team has been selected you head for the plate for an over-the-shoulder view of the pitch. Depending on the timing of your swing, the baseball will sail into the stands, go foul, rip through the infield, or fall into the catcher's mitt for a ball or strike. You can even bunt or get hit by wild pitches!

You must carefully negotiate the bases while on offense by using the 'A' and 'B' buttons to advance and return. Base runners can try to steal, but if they're not quick enough be ready to get caught in a run down! When you have massed three outs, the sides switch and you take to the mound to pitch and field.

RBI Baseball also has a wonderful selection of animated sequences and musical backdrops to add to the game's enjoyment. A fireworks display greets home runs slammed out of the park and a colorful newspaper reports on your team's standings after each of the nine games.

The boys of summer are back and thanks to RBI Baseball the game will never be played the same! RBI Baseball is a virtual duplicate of the coin-op game of the same

name. Its lifelike movement, simple game play, and surplus action elevate RBI Baseball to the top of the standings! It's no contest... RBI Baseball is a grand slam hit!

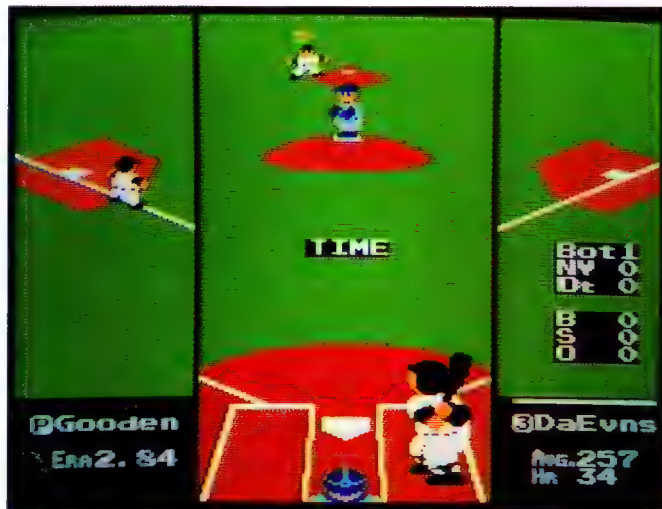
DOUBLE DRAGON

**Tradewest
(NES)**



One of the most popular arcade games of 1987, Double Dragon was definitely one of the most anticipated games of the year when it debuted late last summer. Boasting a multitude of features in its coin-op format, Double Dragon could have easily failed when it was translated for play on the Nintendo Entertainment System. Luckily, the game has been done complete justice; even surpassing the quality of the arcade machine that it's based on!

Double Dragon follows the story of two brothers out to save their city from a gang of thugs. Using a variety of mar-



R.B.I. Baseball

The Tradewest home version not only provides these options, it also includes a special head to head vs. mode that lets you and a friend depict any of the Double Dragon characters and duke it out! This "game within a game" is a welcome surprise that's sure to keep your interest even if you do finish the main Double Dragon adventure. The vs. mode packs all the high quality graphics and music of the regular Double Dragon game into an exciting two-player sparring match that stands well on its own!

There's a lot more that could be said about Double Dragon, but it's best summed up in four words: "Don't miss this game!" Double Dragon has all of the features that made the arcade game so popular. These, combined with extra enhancements, earn it the honor of the best coin-op to home video game translation ever... a definite classic! ■

tial arts techniques, you must beat up the various bad guys who stand in your way while avoiding the dangers that lie in your path that eventually lead you to a confrontation with a boss villain packing a mean machine gun and the secrets to your journey.

A varied cast of crazies pursue you on your quest, including whip-toting women and Neanderthal clones. Each character has his or her own trademark personality, with some of the enemies even carrying clubs and barrels that can be retrieved (and used against them) after they've fallen!

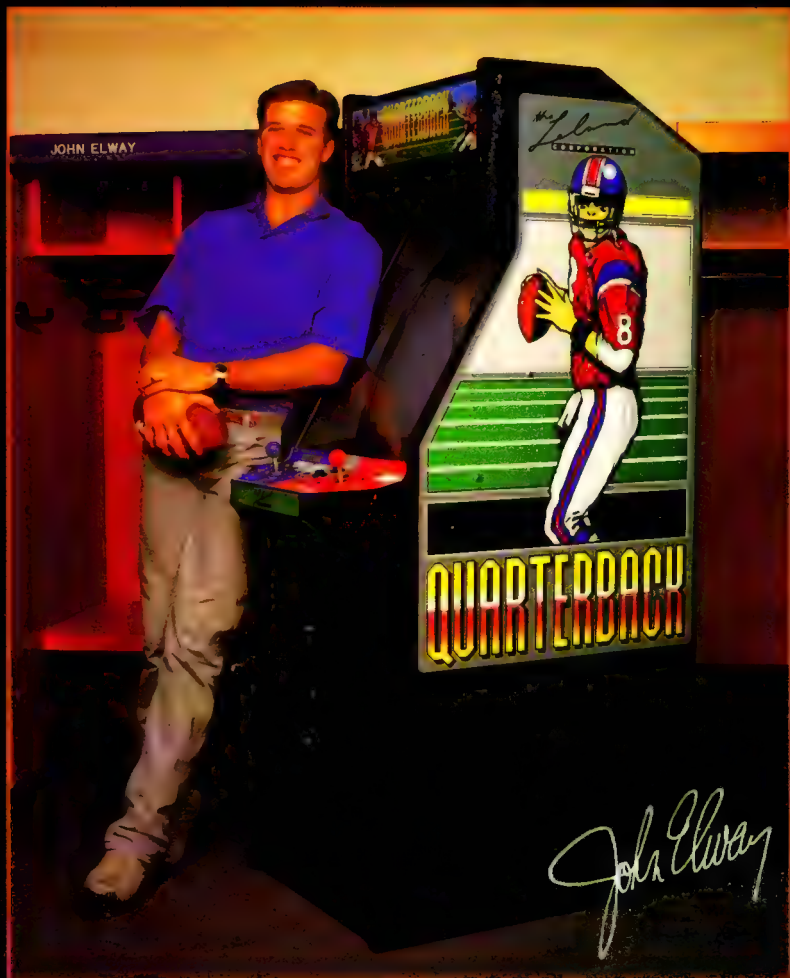
While Double Dragon has equaled the visual and audio excellence of the arcade attraction, it has elaborated the game play in several areas to include challenging new scenes that you won't find in the quarter-eating coin-op. There's also a unique point system worked into the home version of Double Dragon that enables your character to learn better fighting techniques as you

advance! These added screens and strategic incentives make Double Dragon for the NES an even better buy!

enhancements, earn it the honor of the best coin-op to home video game translation ever... a definite classic! ■



Double Dragon



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QUARTERBACK

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CONTEST RESULTS . . . THE GREAT GAME GIVEAWAY

May/June 1988

You guys sure sent a lot of post cards, I'm sure the postal service is quite grateful. As to the winner of all those carts, well, it's 8 year old Aaron Robertson of Hitchcock, Texas and his favorite game is Mike Tyson's Punch-Out!! Congratulations to you Aaron! Just so you know, the most common favorite game of all who entered was *The Legend of Zelda* with *Contra* in close second. Thanks once again to the thousands who entered and we'll look forward to seeing you in the next contest. Later!

AMERICA'S NUMBER 1 GAME



Golgo 13

GOLGO 13TM

This game has got some real heavy metal ordinance. Golgo 13 likes to pack a custom M-16, but he is not adverse to flying a combat ready chopper right up the tailpipes of bellowing bombers, screaming fighter interceptors, and chirpy little choppers. This makes airwolf look like air puppy. Think you'll be safe on the ground ? No way ! And if that pistol is out of ammo, you're gone unless you get a few good karate kicks in to the dude's chops. This game has so much action that you'll probably wear down the B-button !



KARATE KICKS



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SUPER MARIO BROS. II

(Nintendo/NES)

Super Mario Bros. was an international success when it was released in both coin-op and home formats two years ago. The home version of Super Mario Bros. racked up close to four million units in package and individual sales; one of the best sellers for the Nintendo Entertainment System to date. You'll rarely speak to anyone who hasn't played this game.

Sometime in early '88 Nintendo released Super Mario II on disk in Japan for its Famicom system. The game continued right where the first chapter left off, with the same music, different scenes, upside down pipes, backward warps, and windstorms that can blow you right off the screen! It is a fantastic game that unfortunately may never see the light of day on this side of the Atlantic.

Instead of releasing the Japanese Super Mario II for the NES, Nintendo has instead opted to alter an existing Famicom title, The Dream Factory, and insert the Super Mario characters. The result is a good game that plays well, but unfortunately is not entirely in the true Super Mario Bros. spirit.

The NES version of Super Mario Bros. II is set within a dream world called Subcon, where an evil spell has been cast by Wart on the entire land. You and your friends, Luigi, Princess Toadstool, and Toad, all venture out into the many worlds of Subcon to overcome the dangers of Wart and restore bliss to the land.

To defeat Wart, Mario and his team must conquer seven long worlds, comprised of 20 separate areas. There are lands of ice and lands of sand, as well as short cut tunnels to magic carpet rides. After a character dies, he may

attempt the adventure only two more times.

MAKING COMPARISONS

Basing a game on an existing name is bound to create comparisons of all kinds. The only real similarities between the Super Mario I and II is the characters themselves. But this game cannot be reviewed simply on the basis of how well it plays next to the original Super Mario Bros. This is a different game with a whole set of redeeming merits that are all its own.

Super Mario Bros. II is a game of technique. When an enemy ap-

proaches, Mario can jump on top of him, and invert himself so that he is now holding the opponent on top of his head. Then Mario can turn the tables on the bad guys and throw this enemy at another foe! There are dream worlds where Mario may enter to collect bonus points and longevity powers. At the end of each round (if enough bonus points have been collected), Mario enters a challenge round slot machine that can be played with the coins collected during the adventure. If the right combo is played on the slot machine you can even win an extra man or two!

(Continued on page 38.)



"After playing the Japanese version of Super Mario II for the Famicom, I didn't know what to expect from the NES sequel. I sat down, plugged in my custom joystick, and started the game.

I was happily surprised by what I saw. The game is a lot of fun despite the absence of scores and times.

There are plenty of warps, and a lot of bonus screens. I was hooked after only five minutes!"



HIT!

- Jay Moon



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(SUPER from page 37.)

SUPER MARIO CHARACTERS

The band of characters in the Super Mario II quest include all of the main players from the original game. Each of these characters can be called upon at the start of the round to take advantage of their own unique abilities. Luigi, for example, can jump higher than the rest of the group, while Princess Toadstool can actually hover or fly through the air for a short period of time! Used wisely, you can take advantage of these different abilities to progress through each round.

A NEW LOOK FOR MARIO

One of the immediate differences you'll recognize between Super Mario Bros. and its new sequel is the way the graphics and animation have been handled. The backgrounds and different worlds have an entirely new look, with lots of blues and reds replacing the dull browns used in its predecessor. The layouts are also drastically different, with plenty of vertical and horizontal movement.

Mario, Luigi, and the rest of the crowd also have a peculiarly unusual look to them. There's more definition to the characters, with black outlines for additional highlighting. Mario just doesn't look quite the same, however, almost as if he's a little washed out. He's also more cartoony, with a big face no matter if he's Super Mario or not.

A GOOD GAME

Super Mario Bros. II is a good game that plays well despite some vast differences in respect to the original Super Mario. It has an unusual feel all its own, with new graphics and animations, some interesting music that is only slightly reminiscent of its forerunner. There is enough variety, however to keep you guessing, and a lot of action that may not play at the intense pace of the original, but nevertheless is solid and entertaining. The only shortcoming this game really suffers from is the complete lack of scoring. This is an adventure game all the way, with plenty of thrills leading up to the conclusive ending on round 7-2.

A good, but very different Super Mario Bros. ■

LIFE FORCE

(Konami/NES)

Step back four years to the days when Konami was emerging as an arcade super-power with a new release called Nemesis. The game was surprisingly lost despite its crisp graphics, detailed animation, and the revolutionary game concept that is known today as the "power-up."

A year later Konami introduced its first NES game to the American market; a clone of Nemesis that was released under the game's Japanese name, Gradius. The game was more detailed and sophisticated than any previous title of its type, and immediately established many of Konami's gaming trademarks.

Now, hot on the heels of another arcade sleeper that is itself a sequel to Nemesis/Gradius, Konami has unveiled Life Force. Life Force utilizes many of its predecessor while expanding upon the theme and storyline.

The story takes place in a remote area of the galaxy with a planet-eating entity known as Zelos. This alien force has engulfed the planets Gradius, Latis, and everything else that has gotten in its way. Your mission is to jump into the super Vic Viper star fighter and destroy Zelos, making the universe a safer place to live!

Don't despair, for Life Force allows you to call upon a friend from a sister-world to join in the fight. You get all the action and excitement of Gradius with a welcomed two-player option. Before your team are six levels of non-stop shooting action, with different hazards and alien obstacles around every corner. Not all of the levels of Life Force are true to its arcade counterpart, although it has retained

the dual horizontal and vertical play environments.

Life Force is no piece of cake, even though there are plenty of 1-Ups and bonus points to be found along the way. You will need all the ammunition you can get to make it through the sixth level where the real challenges wait. You are allowed three continues which are very useful in learning the game.

It's a real joy to play Life Force in its two-player mode, because almost every aspect of Gradius is now available for team play. Adding to the camaraderie is a unique option that allows you to even share remaining ships

with a friend! The two-player option makes the game twice as fun!

The graphics, as you will probably guess, are unbelievable, with long scrolling screens that move fluidly and musical backdrops that live up to the unusually high Konami standards. Life Force succeeds at every level, and in the end proves to be one of the best games of the year, especially for shooter fans.



"Back in the Atari 2600 days, I never thought I'd see a game available for home play that has such refinement as Konami's Life Force. If you are a Gradius fan, as I am, you probably have asked what's next? Life Force showcases Konami's technical wizardry; this game is a masterpiece!"

The graphics and animation are especially phenomenal, with a "fire" stage that is so intense and involving you'll leave the game with sweaty palms after every play! Getting through every level of play was difficult, but the show was definitely worth the price of admission!"

- Jay Moon



**DIRECT
HIT!**

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BLASTER MASTER

(Sunsoft/NES)

Here's a novel concept; take two radically different play themes and blend them together within the context of one game. It's been tried before in both arcade and home formats, but never so cleverly as in Sunsoft's hot new Blaster Master cart for the Nintendo Entertainment System.

Blaster Master presents two completely unique games that must be mastered independently to successfully progress through the varied challenges. You begin inside an armored vehicle that has some fantastic abilities that include a super-suspension that can take this all-terrain tank to new heights, as well as powerful guns that can eliminate the nasties that inhabit the underground surroundings you must explore.

Located throughout each game level are gateways that lead to Blaster Master's second play environment. Exiting the vehicle and descending into the doorways immediately changes the perspective of the game. Instead of guiding the hopping tank, you now maneuver the pilot himself across alien landscapes that are littered with dangers and treasures alike.

Both of the game sequences are tied together in a number of ways. The main objective while in the tank is to overcome the obstacles that populate the underworld and reach the portals to the alien worlds. While in these forbidden areas, however, you can destroy enemy fortifications and recover a number of important power-ups that not only increase the capabilities of your character while outside the tank, but inside as well. Access to the game's eight boss aliens

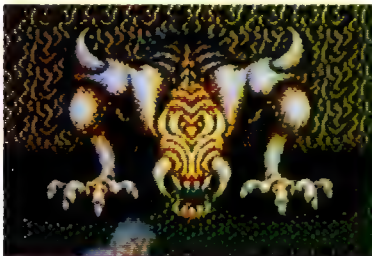
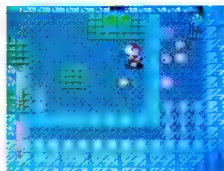
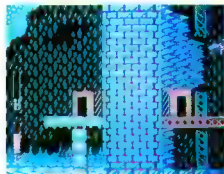
(and subsequent levels) is also accomplished through the portals.

While the tank scenes are worthy enough to sustain the entire game, the second phase of the game does nothing but add to the depth and intensity of play. With the exception of the confrontations against the boss aliens, the overworld sequences are not overly challenging, but do serve to expand the overall scope of Blaster Master.

The attention to graphics detail is superior, and carries over from level to level as entirely new and diverse worlds are presented. The clarity of the animation during the overworld scenes is particularly amazing, with huge, colorful creatures displayed with an abundance of movement and fluidity. The music is also pleasing, with different tunes scored for each of the separate rounds.

Sunsoft has already painted a number of exciting games across the video game screen, and Blaster Master does an excellent job of reinforcing the

company's reputation as a leading producer of quality games that stretch beyond normal boundaries to offer consistent challenges that won't be overcome in just a few sessions of play.



"I was hooked on Blaster Master right from the start! It has great play and executes the theme with responsive interactivity that's impossible to ignore! Despite Blaster Master's dual scenarios, everything works well without the game becoming crowded or unbalanced.

This is one of the better games of the year. It has plenty of thrills and more than enough punch to keep even the most seasoned players occupied for some time. Blaster Master has all the addictive qualities of the most popular arcade games, and the strategic overtones of blockbuster adventure carts like The Legend of Zelda. Blaster Master is a powerful game that will definitely please!"

- Steve Ryno



HIT!



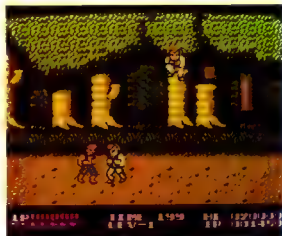
DOUBLE DRAGON

(Tradewest/NES)

At long last the most eagerly awaited Nintendo Entertainment System cart of all time is finally available! Double Dragon has remained at the top of the coin-op charts for over a year, and now, thanks to Tradewest, home gamers everywhere can find out why this game did so well in the arcades!

The game can be played three different ways. As in the arcade version, you assume the role of Billy Lee who's out to save his girlfriend, Marian, from the evil Black Warriors. It seems this

ruthless street gang has abducted our hero's sweetheart and it's up to you to use all of his martial arts skills to get her back! Another option enables you to select one of six different Double Dragon characters and duke it out with a friend or the computer until one of you is left standing. This one on one action is not only fun, but allows you to improve the fighting man-euvers you'll need to master if you plan on defeating the Black Warriors and their Shadow Boss leader.



Duke it out with the evil Black Warriors.



Fight against the computer or another player during the vs. mode.

In the normal game you'll have to fight your way through four grueling levels, including the Slums, the Industrial area, the Forest, and in the hideout of the Shadow Boss. Each of the different missions present new and unique dangers to overcome and obstacles to pass.

The bad guys have an entire arsenal of weapons and use gang warfare strategies to attack Billy at every turn. You have

to contend with knives, baseball bats, rocks, whips, and oil drums. Don't expect a free ticket across the gang turf, either because you'll soon find yourself fighting a number of enemies at once (never more than two).

THERE'S MORE THAN BEFORE

If you completed Double Dragon in the arcade like I did, and bring the Tradewest version home and expect the same game, you're in for a big surprise. The programmers of the NES version have added some special goodies like tunnels to get lost in, mazes that have to be followed a certain way to pass, and a sophisticated feature that allows you to enhance your fighting skills by increasing the hit point indicator every time you make contact with one of the bad guys. Each time you collect 1,000 hit point, you're allowed to perform a new technique like an elbow punch. These added enhancements make Double Dragon (dare I say?) better than the arcade hit.

Tradewest has successfully translated an arcade mega-hit into an excellent, but slightly different home game. The background colors are some of the best available for the Nintendo so far, and the animation itself is fluid and detailed. The various joystick moves that execute the different fighting techniques are clear and simple to perform. If Tradewest continues in this vein, they are on their way to becoming one of the leaders in the Nintendo software market.

"One of the games that struck me at the Winter CES in Las Vegas was Double Dragon. It's a superb game, but it does have its shortcomings. A more appropriate name might have been Single Dragon, since the home version, unlike the arcade classic, only allows one player on the screen at a time. Don't by any means let this detour from what is otherwise an incredible gaming masterpiece.

In order to keep the crisp graphics, the great definition of characters, and the true action game play that made Double Dragon a number one hit in the arcades, Technos (the same group that programmed and designed the coin-op version) had to make a choice between the two player option and solid game play. They made the right choice because Double Dragon now has quality as well as content. There are more screens than the arcade, as well as vertical scrolling and the one on one match that is very reminiscent of Karate Champ (thrown in for free!). My hat's off to Tradewest for the remarkable job they did on Double Dragon. This is a game that's worth every penny!"



**DIRECT
HIT!**

- Jay Moon

TECMO BOWL

(Tecmo\NES)

It's football season again, and what better way to celebrate the grid iron than with a new video game based on the sport. You've seen, and will continue to see, an endless number of approaches to the game that each have their own redeeming merits. Some have taken the course of the true simulation, while others have succeeded by adopting a more action-oriented arcade style of play.

Now Tecmo, one of the first third-party companies to enter the NES sweepstakes, is making its own attempt at football that seems to capture the best of both fields. With snappy graphics and perfectly executed game play, Tecmo Bowl, loosely based on the multi-player coin-op smash, does a wonderful job of duplicating the mechanics of football while offering up some of the best action of any sports game available for the Nintendo Entertainment System.

In this one on one or solo contest, players must compete on both offense and defense, controlling characters that are specially highlighted in tandem with computer controlled defenders and rushers, in an effort to move the ball up the field or block the opposing team's progress. It's all simple and straightforward, with general football rules like four downs to a first observed. You can run, hand off, pass, and even intercept and block passes and kicks. The game also lets you play coach before each play begins. You're presented with a choice of four different offensive and defensive plays that are initiated through a combination of pad and button moves. This way you can keep your selections secret while having additional input into the plays that your team will run.

Despite the fact that Tecmo Bowl doesn't incorporate features such as

penalties and works with four 1:30 minute "quarters", the game more than makes up for such minor liberties by packing a tremendous punch and lots of action into the actual game play. The movement and strategy are played out with a precise arcade-like feel that brings the game to a much higher level of enjoyment. Tecmo Bowl is no simulation, it's pure arcade action!

The animation in Tecmo Bowl is top notch, with a colorful horizontally scrolling play field and lots of interaction between the two teams of players.



The game visuals really pop out of the screen whenever a touchdown is scored. The game play switches to a window showing a well-drawn and animated group of football players en-

joying a high five that literally fills the entire screen.

The audio portion of Tecmo Bowl is equally outstanding, with all the bells and whistles you'd expect from Tecmo. You get a fast-paced soundtrack backing up the action, and very realistic voice effects announcing scoring, possession, and other game information. Yet another embellishment that elevates Tecmo Bowl above previous attempts at the theme.

Tecmo Bowl personalizes the play by play through the use of an exclusive license with the National Football Players Association! Instead of running an anonymous high school player into the end-zone, you can now take control of super stars like Jim McMahon, Walter Payton, and other top names!

Tecmo Bowl ranks as one of the hottest sports video games ever released. It does a great job of retaining the basics of football and throwing them into a format that is exciting, surprising, and thoroughly enjoyable. A fantastic football cart that is leagues ahead of the competition!

"Tecmo Bowl is an interesting football game, because it doesn't try to duplicate the sport play for play. Instead of giving a first-person perspective on the field or a table of a hundred different plays, Tecmo Bowl plays in a very fast-paced manner that is heavy on the action while not forsaking the basic strategies used in football. You still get the opportunity to call the shots, but the deciding factor on how good one team does against another is determined by the skill of the players involved. This is one sports game where a fast joystick hand is definitely a bonus!"

This game has been put together with a strong emphasis on interaction and playability and the desired effect is clearly achieved. Tecmo Bowl is the hottest new sports game of the season and clearly deserves some additional attention during the current football season. Chalk one up for Tecmo - this is a great game!"

- Donn Nauert



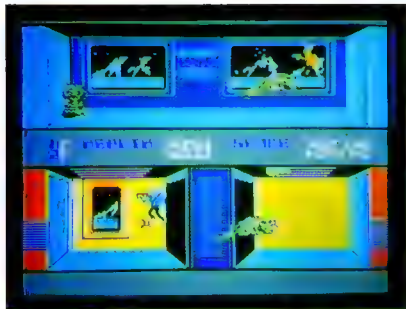
**DIRECT
HIT!**





XENOPHOB

(Sunsoft/NES)



You and your friend were on a routine patrol in the far reaches of the galaxy when the signal came in. Your star bases and planets, homes to millions of peace-loving citizens, were being infested by alien organisms of all kinds! You and

an isolated view of the action for either one or two different players! Xenophobe delivers all of the monstrous mayhem that thrilled and chilled you and your buddies in the arcades!

your pal have to work together to rid the stations of the slimy creeps before they completely take over!

This is Xenophobe, the chart-topping arcade mega-hit that's delighted crowds of players across the country! Sunsoft brings all the multi-player monster hunting fun home for play on the Nintendo Entertainment System. You get a split level perspective that gives



Look Out For the Aliens!

Xenophobe is not for the squeamish! Over 150 scrolling screens of creepy-crawlies are waiting to do you in on the different worlds and space stations throughout the galaxy! Armed only with your pulse gun and bravery, you must eliminate as many of the alien nasties as possible before leaving the station. These monsters have all kinds of tricks up their tentacles, however, so be alert and ready! They jump, bite, shoot, and roll over your explorers with an intensity that's unmatched! You've got to shoot the alien pods that are scattered throughout the playfields while arming the computer to self-destruct in certain situations.

A wide cast of alien scum await your arrival on the home worlds and space stations that have been invaded. Some are easy shots that you can take out in a flash. Other require special fighting techniques, like squatting and shooting at the same time. Still others come armored and require several direct hits before biting the cosmic dust. Each has a unique character that must be fully understood if you are to advance into the higher levels of play.

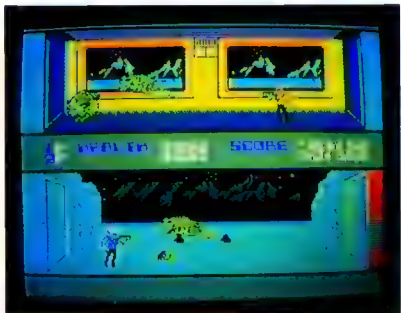
Be on the look out for power-ups that will increase the abilities of your characters. These include laser guns, energy capsules (that replenish your health meter), and other important items that can transform you into an alien's worst nightmare!

Xenophobe introduces added depth of play by allowing you to interact with the game in even more ways than you might expect. Just like in the coin-op, you can earn more points and power-ups by finding hidden incentives in different parts of the playfield.

Two Can Play!

Remaining faithful to the arcade version, Sunsoft's NES Xenophobe game can be played simultaneously by two people at once, giving each an independent view of the action from separate windows on the upper and lower portions of the screen. This divided perspective allows you to

adopt many different strategies while deciding if you want to take on the slime bags as a team or one on one! While the coin-op provided room for up to three players to go alien hunting together, the cart can accommodate only two adventurers at once. Even though Xenophobe is excellent as a one-player game, it takes on a new life when two go against the aliens together.



Out of This World Graphics!

Xenophobe has some of the best graphics and animation you can find in a Nintendo Entertainment System game pak, including split level screens with independent motion as well as plenty of alien environments that take you from one corner of the galaxy to the other.

All of the backgrounds create the illusion of three-dimensional depth and serve as outstanding background "wallpaper" to the main game action. Some of the background images (like the computers) can be activated as well!

The aliens and main character are drawn in high detail to capture the fluid motion that made the arcade original so entertaining. Each of the space soldiers are drawn and animated in an interesting fashion that adds to the comical realism of the game. The cast of aliens, meanwhile, have been reproduced with a definite eye toward the ugly. These super-fanged villains are as nasty as they come, with slimy green hides and yellow eyes that bulge from their skulls!

The detail is so crisp, in fact, you can almost feel the wind blast past your face when an alien lunges overhead! The state-of-the-art animation is even more noticeable when you score a direct hit and vaporize the creeps into the next star system! The look of sheer surprise on their ugly mugs is worth plenty of laughs by itself!

Sunsoft has translated all of the coin-op's good looks into a package that is very heavy on substance and success-

fully captures the visual feel of its arcade counterpart.

A Horrifying Hit!

Xenophobe has got everything you could want in a running/shooting alien-frying contest. Great graphics and sound effects are incorporated into a game with proven play appeal and an incredible level of action! The most important components remain intact, faithfully duplicating the arcade game point for point. Xenophobe is an outrageous adventure that can't be beat!



XENOPHOBE

"Xenophobe is a good game that has a couple of things going for it besides a strong arcade name. First and foremost, the Sunsoft version of Xenophobe for the Nintendo Entertainment System has done a worthy job of recreating the scenario that has become a favorite of arcade game players everywhere. The game looks the same, plays the same (with the exception of the two-player simultaneous limitations), and those aliens are still the meanest things to find their way home into a video game in some time!"

Secondly, Sunsoft has thankfully preserved the adventure portion of the game by including all of the dangers and challenges that brought additional appeal to the coin-op. Not only must you battle the evil alien hordes, but you must find and activate computers before locating the transporter and escaping.

Xenophobe mildly suffers around the edges, but nevertheless stands as a good original title that has lost very little weight in the trip from arcade hit to home cart. It looks good, it feels good, it plays good! A confident thumbs-up that will leave fans of the coin-op completely fulfilled.

- Donn Nauert



HITI

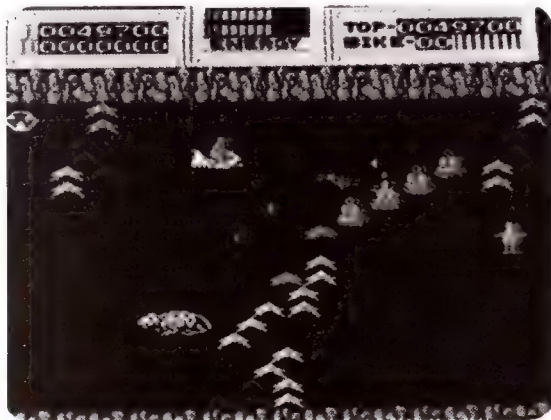


(FCI/NES)

FCI's first two releases for the Nintendo Entertainment System were both very original, yet drastically different, redressings of proven themes. Zanac was a space shooter that received high praise for its built-in skill levels that change with the proficiency of the player, and Lunar Pool introduced your standard pool game to zero-G's. Both entries were addictive, but

neither had the recognizable arcade name or licensed super-hero that is needed to generate platinum sales.

Although FCI has several adventure games due for release later in the year, including an NES translation of the popular computer role-playing game Ultima, this New York-based firm has secured two arcade action games that only briefly saw any real coin-op play.



"...The graphics and sound effects of Seicross are definitely above-average, and do a good job of backing up the fast-moving game play. I like the game play of this game a lot, especially because it requires you to use multiple strategies to overcome each of the different areas. It's a play-and-learn process that is rewarding and fun, as you discover the best techniques needed to pass through each zone.

Seicross isn't an overly complicated game, but it does have enough of those addictive qualities that made it an arcade sleeper that warrants closer inspection. It's not for everyone, even some shooter fans may be turned off by the intense combination of driving and targeting, but for players like me who are



HIT!

looking for a little extra challenge, Seicross is a welcome introduction from FCI."

- Steve Harris

Seicross and Mag Max were not proclaimed quarter-busters when they were released, but these two scrolling shooters introduced a wide range of new play concepts. To this day these two games still have a loyal following of players in arcades - if you can find either of the games!

Out of the two, Seicross has the faster action. Set on an alien world that has been attacked by ruthless invaders, it's your job as pilot of the Super Space Bikes to clear the danger zones that cover the planet while constantly maintaining your energy level by collecting the energy packs that occasionally come into play.

There's a second duty that must also be met! The citizens of the planet have to be rescued from the harsh conditions of the planet surface, and by skillfully guiding your bike over their position you can bring them to safety for bonus points.



Seicross is made up of three separate zones that create different reactions to your bike or the surroundings. The Obstacle Zones have some the worst dangers due to the population of road-side impasses. The Slippery Zone decreases the maneuverability of your Super Space Bike, and the Battery Zones present even greater dangers.

The game expands upon its premise by throwing in some special power-ups that are hidden within certain obstacles that can increase your fire-power and your bike's destructive abilities.

The graphics are sparse in some areas, but for the most part Seicross does a very good job of creating the sensation and appearance of fast-paced movement. The head-to-head battles with the alien riders spice up the game's driving action, and lend an additional competitive edge to the play. This is a very clean translation from the arcade, and although it's somewhat repetitive, Seicross will get plenty of repeat play on the Nintendo system.

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DOUBLE DRAGON

(Sega\SMS)

Billy and Jimmy Lee are coming home for Christmas! Following a move that surprised the entire gaming industry, Double Dragon will be making its debut on the Sega Master System before the end of the year. Although Nintendo, which normally has strict control over the exclusive license of arcade titles, has released their own one-player version of the game through Tradewest, Sega has challenged the video game giant by producing their own translation of the popular arcade hit.

Undoubtedly everyone will be comparing the two home versions of this ultra-popular game and, more importantly, trying to decide which is better. Sega's answer is to release a carbon copy of the arcade game, right down to the two-player interactive capability that is painfully missing in the NES version. In the process, Sega has succeeded where others have failed and now the true flavor of the arcade game has finally found its way home.

You are Billy Lee, a true master of Kenpo and Kung-Fu who goes by the name Spike on the streets. Your brother, Jimmy Lee (alias Hammer) has helped you survive as the cities have become urban ghettos where law and order take a back seat to corrup-

tion and violence. The police have been virtually ineffective against the guerrilla style fighting of the various gangs that roam the streets. The city lives in fear.

You and your brother can't change the city, but with your special skills, well known by the rival gangs, you are well-known and treated with respect. But now a new mob has come into town called the Black Warriors. They're bad, powerful, and mean. They want the city to themselves and you and your brother are the only thing standing in their way. Knowing that they can't get to you they kidnap your girlfriend, Mary Ann, in an effort to draw you into their four challenging worlds of gang-infested city slums.

Double Dragon introduces street fighting action at its very basic and lowest levels. No scruples, no rules, just punching and kicking as your only hope of survival, unless you find a bat, whip, knife, box, drum, or dynamite which act as special power-up enhancements to your character's offensive ability. And remember, if you don't use them, the

Black Warriors will. If they hold the weapons you can knock them down with one of your kicks and pick up the weapon from the ground.

Play starts in the slums and progresses to the factory district, the park, and if you're good enough, the headquarters of the secret Black Warriors' organization. Each mission is a test, as dozens of gang members will do anything possible to stop you. Beat the gang members and it is time for the Boss lieutenant to enter the action.

This guy is big, mean, and strong. If you can find his weakness, however, he can be beaten as well. Make it through



all four levels of play and go head to head with the leader of the gang and be prepared to contend with his special skills and a machine gun which he's not afraid to use.

Double Dragon is actually quite easy - just like in the arcades. The action really heats up when you reach level four, where good practice and fast reactions are the only thing that will save you (alas, no more continues)! Mastering the moves requires some time, but the game's interaction remains top notch.

This is probably the most awaited game for the Sega Master System and in several respects could spell the future for the entire unit. Sega is banking on Double Dragon (just watch their Christmas commercials) to draw new attention to a console that has been overshadowed by Nintendo's legions of owners and third-party support. Realizing this, Sega has put a lot of punch into a cart that faithfully reproduces the arcade move for move. It's a good game that will definitely have new players looking to Sega for faithful arcade to home titles.

"Sega has done an excellent job of duplicating the two player version of the Double Dragon arcade game. With two players the game is truly cooperative (something missing from the NES cart), exactly the way the game was meant to be. The graphics exceed Sega's usual high standards and with enough practice you should be able to master all of the special moves as on-screen control is exceptional. There is some screen flicker in certain areas where multiple players and enemies collide in large numbers, but this in no way diminishes from the title's overall playability. Sega offers you the one

player or two player option, and in my book that's the only way Double Dragon was meant to be played. I'll put up with a little flicker if I can beat up the bad guys with my friends."

- Ed Semrad



HITI

RAMBO III

(Sega\SMS)

America's favorite blood and guts hero, John Rambo, is back again in another daring rescue mission. The setting is war-torn Afghanistan where the enemy - that old stand-by the Soviets - have kidnapped Rambo's only friend. Colonel Trautman, delivering weapons to the Mujahedin freedom fighters has been captured and left for dead by the American government. You know he's out there somewhere, however, which leaves only one alternative... another undercover operation for John Rambo.

Your job is to infiltrate seven levels of increasingly difficult Russian army defense camps, free as many hostages as possible, and to ultimately save the colonel. Armed only with a few bombs, a stolen HK assault rifle, and two extra clips of ammo, the odds are definitely against you.

The game begins with Rambo already inside the first Russian camp. The screen spells out the number of bullets and bombs you have available to complete the level. You've got to be careful or you'll waste precious ammo, but always remember that it's better them than you! If the action really heats up, unload a bomb and you'll eliminate every enemy on the screen.

Your most important concern, however, is the life meter. No matter how good you are there are simply too many Soviet troops to contend with in some areas and they shoot back! If you see the flame from their guns you're hit and the amount of health remaining on your life meter will decrease.

Fortunately Rambo has a couple of special tricks up his sleeve. For example, if you hit the enemy before they shoot back, your life meter will increase slightly. You also have a special secret potion that will totally replenish your health meter when it becomes dangerously low.

The action is fast and furious, the graphics are excellent with smooth horizontal scrolling and bright vivid colors. The soundtrack is average, but

the game does after all rely more on visuals than anything else. The game play is a little more difficult than average, and the whole package is a wonderful addition to the Sega Phaser line.



"Rambo III is very similar to an arcade smash released last year called Operation Wolf. The action is identical, with oversized characters appearing on-screen and opening fire without warning. A variety of environments serve as the background for the game play; also very similar to Wolf.

One new feature that Rambo does have over its arcade competition is the multi-tiered play mechanics and the "save the hostages" theme which carries over from round to round.

It's a natural for a gun game and with the proper execution, evident here, it makes for a fantastic game."

- Ed Semrad



HIT!



GOLVELLIUS

(Sega/SMS)

It's time to sharpen your sword, polish your shield, and pack your magic potions for one of the hottest princess-in-distress adventures ever! You are Kelesis, a brave knight

den and become stronger by using his vast magical powers to create an army of mutated animals. Bees, Spiders, Frogs, and Snakes have been captured and transformed into hideous killing

created for him by some of the most sinister demons ever known. Over time Golvellius has hid-

ded to stop the evil Golvellius once and for all.

This is how the quest begins, but it is far from being an easy task because Golvellius knows of your plans and has dispatched his demons into all corners of the valley. Every step of the way you will do battle with hundreds of transformed animals that will do everything in their power to stop you. Even if you are able to defeat these lesser villains, however, Golvellius has instructed his boss demons to wait in ambush at the end of each of the seven sections of the kingdom.

The goal is simple - rescue Rena and destroy Golvellius. The quest, unfortunately, is not, with seven separate sections of the valley infested with demons. Each level also has a hidden cave filled with surprises; some good, some bad. Inside these passages you'll find good fairies, sorceresses, and wise women who offer life replenishing potions, special tips to help you in your quest, or even weapons and equipment upgrades. There is a price to pay, however, and only gold talks here. The more bad guys you defeat the more gold you get. The more gold you get, the more weapons you can buy.

Golvellius takes place both above and below the ground. In the above-ground sequences you can obtain information, potions, strength, and power. When you are ready you can go underground through long, narrow tunnels that are filled with strong and powerful demons of all kinds. These bad guys are there just to slow your progress and zap your energy; just in time for the boss demons to put on the finishing touches.

Golvellius is a challenging and involving quest-type game that shares much in common with Nintendo's mega-hitter, The Legend of Zelda. The average player will easily spend from 30 to 60 hours before seeing Golvellius himself. The graphics are better than average especially for a game this long. Usually graphics are sacrificed for more screens, but not in this case. Sega just simply doubled the available memory to 2 meg, allowing the game to give us the best of both worlds. It is good to see that Sega is finally coming around and providing passwords in their games as well, and for quest fanatics Golvellius should be just the game you're looking for. Another strong effort from Sega.



on a quest to save Rena, the daughter of the good King Aleid, who has been kidnapped by an ancient ruler who was thought to have died centuries before. That evil king, Golvellius, lives thanks to the special life extending potions

machines that now work for Golvellius. Their common goal is to drive the peaceful people out of the valley of life and destroy the entire kingdom of Aleid. Kelesis has not only pledged to rescue his love, he has ultimately

"The similarity between Golvellius and Zelda is quite apparent. Obviously with the better graphics and larger memory available to the Sega Master System, Golvellius comes out on top. I like the way Sega is responding to the void for fantasy and quest-type games that has been left open by Nintendo. With Wonderboy in Monster Land, Miracle Warrior, Fantasy Star, and now Golvellius (with the adventure tour-de-force Y's soon to come), Sega is going to have a lot of Nintendo players joining the Sega side to play the games that aren't available for Nintendo."

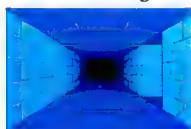


HITI

- Ed Semrad

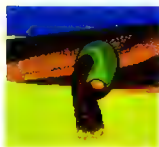
Experience a New Phantasy...

Attack! The galactic tyrant Lassic hurls lightning bolts at you. But your magic blade responds with a blast of blue fire... and your team of adventurers is about to join the battle!



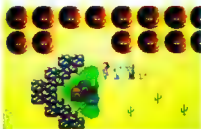
Welcome to the worlds of Phantasy Star, Sega's newest adventure role-playing video game. Phantasy Star is full of traps and treasures, magic and monsters, not to mention dungeons and

towers so real you'll want to wipe the slime from your boots...and



recoil from dragon fire!

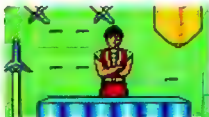
Phantasy Star features space travel to three worlds, a magician's dream book of spells, 16-level dungeons, and more monsters that you can cremate with a laser gun!



And Phantasy Star also

includes a built-in memory so you can save up to five separate adventures!

Phantasy Star is just one of eight adventure role-playing video games for the Sega video game system. Look for MIRACLE WARRIORS™ and LORD OF THE SWORD™ coming soon!



Sega's

Phantasy Star™

The Next Wave in Video Gaming.



SEGA®
FROM TONKA



R-TYPE

(Sega\SMS)

They came from another dimension. No one knew that they even existed until it was too late. Quickly and with little effort they conquered every star system that layed in their path. Nobody knows why, but they're coming . . . to Earth! The

planet's last hope for survival rests in your hands and the guns of the prototype star fighter known only as "R-Type."

The cult coin-op hit (produced by Nintendo in the arcades) is now available for the Sega Master System and in one word it is unbelievable! Start off with the largest memory available in a home cartridge - more than four megabits - and you have the firepower to produce the best graphics ever seen in a home game. Add an intense and

challenging outer-space shoot-em-up plot and R-Type easily becomes Sega's best game ever. Forget about the competition, because R-Type is easily the best game available for the Sega Master System!

R-Type is split into eight levels, each more difficult than the one before. To even the odds, however, you have many options that will increase your firing ability. Destroy the POW Armor units and different power-up symbols appear on the screen. Fly over these symbols and weapons like a reflecting heat laser, ring-type laser, anti-ground

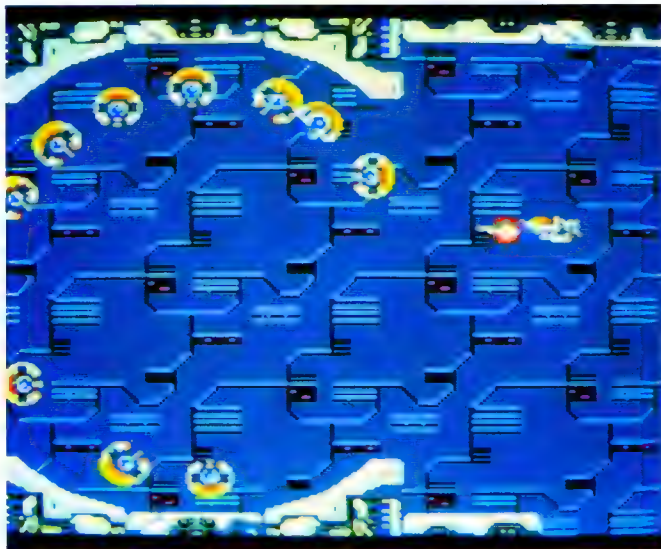
based lasers and twin firing missiles are available for you to use. Other bonus items add even more features to your ship like extra speed and special drone ships which shadow your every move and help you battle your enemy.

The real key to success in R-Type is the Droid ship. By destroying a POW armor unit and then flying through the blue force gem, you'll release the Droid which will come from the left and link up with the R-Type vehicle. Push button two and the Droid moves ahead of your craft; acting as a scout ship and clearing a path for your flight. You can even power-up the Droid independently for some really incredible firepower!

Each level of play is divided by an alien boss that adds to the challenge and strategy of the game. Some bosses require attacks with certain power-ups, and some even require hundreds of hits to eliminate (wait until you see the scrolling battle cruiser in round three!)

R-Type is loaded with many hidden features. At different times you must quickly rotate the joystick in a clockwise or counterclockwise direction to get additional items to appear.

R-Type is a super cart that really spotlights exactly how versatile the Sega Master System is. You're treated to exciting aliens that occupy the entire screen, beautiful music, and some of the fastest action ever found in or out of the arcades. A definite thumbs-up winner!



"R-Type is clearly the best game ever released for the Sega Master System. Up until now I had thought that Shinobi couldn't be beaten, but nothing available for any system can compare with R-Type. Virtually everything we loved in the arcades can be found in this home cart. It's all there - action,

looks, sounds, in one of the best arcade to home translations ever. A ten out of ten winner that will be a strong contender for "Game of the Year" honors in '89."



**DIRECT
HIT!**

- Ed Semrad

BOMBER RAID

(Activision\SMS)

Stand aside Chuck Yeager! Even this may be too much action for you!

Bomber Raid fills the void for a true Sega arcade shooter. Its multi-level action challenges all of those who think they have what it takes to be a gaming Ace. You'll need courage, stamina, and great mobility as you command a squadron of prop fighters into battle against an invading army of enemy planes, tanks, and war ships. Your goal is to complete five dangerous missions, each of which concludes with an even more powerful main target.

Headquarters will inform you of the main targets before you begin each mission. You're briefed with a blueprint of the boss enemy as well as a description of its capabilities and powers. After you've studied the pictures long enough, you take to the air for one of the most intense aerial dog-fights ever to come to a home system format.

Play begins as you take off from an allied airfield. You're equipped with unlimited gunfire, three powerful cluster bombs, and the ability to maneuver right, left, up, and down the vertically scrolling playfield. Shooting Power Pods which occasionally appear will allow you to collect valuable items to increase your speed and fire power. Numbered power-up capsules also allow you to team up with one or two wingmen in one of four fighting formations. Shooting these numbered capsules will change the formation of the wingmen when captured. You must determine which formation is best for the given battle situation and retrieve the number that will provide the results you want.

Most of the enemies can be easily defeated with rapid gunfire. A Cluster Bomb will effectively destroy all of the targets within its range, but should only be used in the most dangerous situations. Ideally, the Cluster Bombs are saved for the main target at the end of the mission when it is most needed.

After completing each mission, you will be awarded a 10,000 point bonus in

addition to a percentage bonus that awards 100 point multiplied by the percentage of enemy weapons destroyed. You are also awarded three cluster bombs to your existing arsenal before you take off on your next mission.

When all five missions have been completed, you'll land back at the base for a well deserved hero's welcome. You'll receive an ending to the Bomber Raid story and start the five missions again at a much higher degree of difficulty.

Bomber Raid is one of the most challenging games for the Sega system. It requires shooting accuracy, strategic use of Cluster Bombs, an intuitive sense for the effectiveness of the four fighting formations, and patience, predominately while battling the main targets that can fill the entire screen! The graphics are very well drawn, with high attention to detail and some truly breathtaking visuals like an enormous tank bristling with turrets, or a huge

bomber that shows fire down on your position. The backgrounds are filled with houses, forests, and other recognizable terrain, making Bomber Raid even more interactive!

For all of you who enjoyed classics like 1942 or 1943 in the arcades, Bomber Raid will surely not disappoint. It's filled with high action that absolutely powers onto the screen. Bomber Raid is a very welcome addition to the Sega



Master System library, supplying the shooter fan with enough action to satisfy any appetite! Activision strikes gold with this home gaming classic!

"Bomber Raid is a great game that falls short only in a very limited sense. It has the beautiful scrolling graphics shared by only the best arcade shoot-em-ups and plenty of targets to shoot out, but the number of power-ups and the affect they have on your fighter doesn't add the amount of depth that could have been included.

"This is really only a minor complaint, the game itself is absolute gold, with every option and every play mechanic you could want in a shooter. Bomber Raid is arcade action at its very best, and just the type of game I've been waiting for Sega to release since I bought my Sega Master System two years ago. Bravo, Activision, you've got yourself a winner."

- Roger Plering



**DIRECT
HIT!**



CYBORG HUNTER

(Activision/SMS)

The year is 2242. You are Paladin, the toughest bounty hunter in the galaxy; part man, part machine. Monstrous Cyborgs are threatening to take control of the universe under the direction of their

seven separate Cyborg-infested areas (A through G), each comprised of five levels and warp speed elevators to transport you between levels.

At the beginning of the hunt you are equipped only with your fists, a full Life

Meter measuring your stamina, a limited amount of Psycho Punch (an explosively powerful punching technique), and your ability to outwit the onslaught of deadly Cyborg guards. You'll have to pick up additional weapons and equipment as you travel through each area. You'll also need ID Cards to access other sections of the fortress, which is split into four distinct areas. Defeating the Cyborg boss at the

end of each section will give you access to these ID cards. Furthermore, you'll receive an extended Life Meter and Psycho Punch Meter, as well as renewed stamina; a welcome reprieve after a vicious robot battle.



evil leader, the deadly Vipron. Your mission is to gain access to Vipron's chambers and destroy him once and for all!

Once inside the Cyborg fortress, you'll have to fight your way through

Fortunately, you're not alone in your quest. Adina, your contact back at Galaxy Headquarters, will provide some vital clues that may save your life. Adina helps guide you through each level of play, reminding you of certain items that should be retrieved due to the role play later in the game.

The screen provides three different views of the game in progress. A close-up first person perspective is displayed in the upper-left corner and is effective for warning you about an attacking enemy. An overview map of the entire area, including the location of the elevator shafts, is displayed in the upper right portion of the screen. The lower portion of the screen is reserved for actual cyborg combat, which is similar in execution to many arcade titles like Shinobi, with horizontally scrolling playfields moving left or right as you progress.

Cyborg Hunter has a number of strong features. For one, the game boasts some of the best graphic characters of any recent Sega entries. Paladin is sharply defined, and the enemy characters enjoy full shading to add a touch of realism to the high action game play.

Perhaps Cyborg Hunter's only weakness is the lack of certain fundamental play features. For instance, scoring is not incorporated into the game, nor will you find any type of clock or timing system. Consequently, in many places, the pace of the game is slow and tedious. The real key to winning is patience and a strategic approach to meeting and defeating a minimum number of enemies while searching for the objects and locations that will help you advance to each new section.

Another shortcoming is the game interface, which is a bit cumbersome at first. You must constantly use both control pads and initiate a number of pad moves to shoot, move, enter and exit elevators, and deploy bombs (which often happens accidentally).

In its favor, however, Cyborg Hunter successfully combines a playable strategic game with sharp graphics and a very fitting musical score. The game is action oriented, but incorporates enough adventure and RPG elements to adequately supply the best of both types of gaming. Cyborg Hunter offers an enjoyable challenge that is sure to sustain interest...the real question is, can you sustain Vipron's?

"Cyborg Hunter is a good game for a number of reasons. It does the best job of successfully meshing both play styles from the action and adventure titles than any game I've seen in the genre. You get the fighting action of a Shinobi, with the strategic overtones of a Zillion."

Cyborg Hunter can be likened to Zillion in a number of ways, but I believe it to be better simply because the action portion of play has a much more definable punch. The graphics and sounds also work well, brought together in a very appealing fashion with the game play. Cyborg Hunter is a good first

effort from Activision, and indicates that the company is right on track to leading the Sega Master System in a better direction."

- Roger Piering



HIT!

Thunder Blade

ONLY FROM SEGA®

After Burner. Out Run. Alien Syndrome. Hang On. Sega arcade and home video game hits known to millions of gamers across America. Now there's Thunder Blade...Sega's newest arcade smash hit! Soon, Thunder Blade will be available for home video game play...only on Sega Video Game System. And that's not all! We'll also have hot new home versions of Shinobi and Double Dragon!

Look for the next issue of the Sega Newsletter for a complete review of Thunder Blade and other new hits from Sega! To receive your subscription to the Sega Newsletter, call 1-800-USA-SEGA!

SEGA

FROM TONKA

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TOWER TOPPLER

(Atari/7800)

Tower Toppler represents one of Atari's most interesting, most unique, and most playable original entries since the Tramiel's announced that they would be actively re-entering the video game arena.

Licensed from the European software house U.S. Gold, where it played to enthusiastic crowds under the Nebulas title, Atari has locked onto one of the best new games of the year. You get two independent game themes in the same package, with graphics and animation that are first class examples of what the 7800 can actually accomplish!

As the name implies, Tower Toppler introduces the lead character, an impish two-legged frog, onto a series of eight towers. Each column has a number of platforms and ascending stairways that lead to the top of each structure. The goal is, of course, to make your way toward the top of each tower at which time it will fall into the sea. Once a tower falls, froggy climbs into his special super-sub for the trip underwater to the next level.

Tower Toppler may sound simple enough, but there is indeed more to the game play than just scaling the outside of each column. That's because some of the steps are really traps that can spell certain doom...and the end of the game! You must learn the correct pattern up each tower, avoiding disappearing walkways and other hazards, while working with the different elevator platforms that can send you to the penthouse double time!

Other elements Tower Toppler brings into play include a wide cast of alien robots and drone ships that bounce around the platforms and fly above the tower, always looking to knock poor Froggy from his perch to

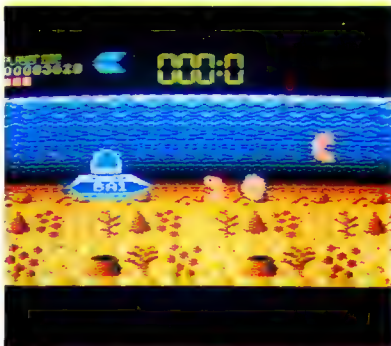
a lower level of the tower or into the water where the loss of life is certain. Maneuvering around these obstacles may appear easy at first, but throw in icy steps and similar nuisances and advancement can become tedious at best!

Froggy is equipped with a number of abilities that further expand game play. These include options for jumping (necessary for getting across certain disappearing tiles) and shooting a single shot at certain objects that have more aggressive movements. Firing on

graphics that make up both the lead characters and the tower itself. The building is comprised of patterns of bricks that rotate, as if a camera is circling around the outside of the structure, whenever the player enters one of the many doorways that send Froggy to the other side of the tower. It's a very nice effect that will definitely have you asking yourself: "Is this my 7800 doing this?"

The game graphics continue to shine during the bonus rounds where the player advances underwater to the next tower. A multi-plane series of bright scrolling backgrounds create the illusion of added depth that is quite effective.

Tower Toppler is hopefully a sign of things to come from Atari, a company that has floundered against the overpowering competition from Nintendo. This game, however, does show that the 7800 is not an outdated machine incapable of good graphics and game play. Quite the contrary, Tower Toppler is a great game that measures up to most of the original titles available to owners of the Nintendo Entertainment System.



other alien robots effectively stuns them in their tracks while special walls can be eliminated as well with the same shots.

One of Tower Toppler's strongest features is the incredibly detailed

"I was completely surprised by Tower Toppler. I loaded it up expecting another original Atari title that falls short on graphics, game play, and action, and was pleasantly surprised to find a game that is totally involving. Tower Toppler had me coming back again and again with its adventuresome storyline and detailed play. It's a totally original title that lives up to other great action-adventure carts.

The graphics are definitely the best I've seen on the Atari 7800. The three-dimensional scrolling really has to be seen to be believed, and fortunately interacts with the rest of the game rather than serving only as wallpaper to the main course. Tower Toppler still falls short in the sound department (as do most 7800 carts), but the thought-provoking game play and vivid graphics left me completely satisfied!"

- Donn Nauert



**DIRECT
HIT!**





CROSSBOW

(Atari\7800)

Crossbow created quite a stir when it was released in the arcades. Receptive players lined up to

marvel at the new system's exceptional graphics and interactive gun play mechanics. Utilizing a light gun housed in a crossbow assembly, players could take shots at a wide variety of ghosts, ghoulies, and other fantastic characters while protecting a band of adventuresome folk who would slowly walk across the screen. It was the player's responsibility to guard these idiot men and women from the various attacks and dangers that filled each of the game's eight settings.

Atari has done an equally miraculous job of bringing these coin-op morons

de-force for the 7800, capturing nearly every visual angle enjoyed by the coin-op favorite.

home in their 7800 version of Crossbow. Based on the arcade game, Atari's translation is a graphic tour-

Just like in the arcades, the home version of Crossbow takes the player on a multi-screen adventure across eight different landscapes overflowing with hazards like falling rocks, desert scorpions, ghosts, and volcanic rock to name just a few. Sprinkled in among these dangers, however, are a number of special point awards which translate into big scores if you can successfully peg them with the light gun before they disappear.

The sounds in 7800 Crossbow, while attempting to recreate the crystal clear digitized voices and effects that became so popular in the arcades, unfortunately fall flat. The sound limitations of the 7800 system shine particularly brightly with this cart, a title that relied on audio impact in a big way as a coin-op game.

Most of the game play is retained, however, with the selection screen that determines where the adventurers will travel, precluding the actual action. Only by trial and error can you find your way through the different game settings and



into the castle chambers where the evil wizard lurks.

7800 Crossbow offers a couple of options that you won't find even in the arcades. For one, you can elect to play the game with the light gun (as it was obviously designed to play on), or in case you don't have a gun yet, with the joystick (controlling a cursor). Although the gun affords more interaction and a much quicker response time, the optional use of a joystick is a very welcome touch to those who don't have the light gun peripheral.

Crossbow is a fine arcade to home translation that will definitely become one of the most solid coin-op licenses that Atari has in their small but growing library. The graphics, which were the biggest attraction to the arcade piece, are first class and the sound is lacking, but above all the game play stands up to the system's limitations and the years and proves to be a very strong entry. A very confident thumbs-up for a title that is helping Atari enter new and more recognizable arcade to home territory.

"Without a doubt the 7800 version of Crossbow has some really spectacular graphics. The backgrounds are all designed and painted with a close attention to detail; especially the final sequence against the wizard where an ominous Shakespearean face fills the entire screen, with eyes rolling and a cackling grin absolutely mocking the arcade.

The game does suffer from some rather stilted animation, however, but it does remain colorful and lively, with plenty of movement and an abundance of variety.

The sound effects aren't spectacular, but by 7800 standards some may consider them to be quite good. Attempting a game that depended so heavily on sounds and music in the arcades leaves a lot to be desired when the programmers are working with a sound chip that is essentially ten years old.

I like Crossbow a lot, especially since the game plays in both gun and joystick modes. I recommend the gun, but if you're hesitant at purchasing a new add-on for the 7800, the joystick option is definitely a nice option. With Atari lacking in coin-op titles they could probably get by with just average titles if they can get the coin-op license. Fortunately, Crossbow is as good as the name!

- Donn Nauert



HIT!

INTO THE EAGLE'S NEST

(Atari/XE System)

Licensed from Mindscape, this translation of last year's popular computer title puts a twist on the old "Gauntlet" theme. Despite its unusual name, Into the Eagle's Nest is a high quality action contest that delivers a lot more than just shoot-em-up thrills.

Into the Eagle's Nest is set around a Nazi-bashing World War II scenario. Three of the allies most competent saboteurs have been captured for interrogation at the Nazi's main fortress that is known only as the Eagle's Nest. This stronghold is guarded by thousands of troops and has the distinction of being the art museum of the Nazi empire. Your mission is to infiltrate the castle, rescue your three comrades while retrieving as many of the stolen artifacts as possible, and blow up the castle with a cache of explosives that have been positioned beneath the building.

In spite of the detailed task you must perform, the game play is simple and straightforward. The joystick controls your character's movements on the screen, while the fire button releases bullets in the direction that you're facing.

As you proceed through the rooms and corridors that make up the castle, you'll encounter a variety of other objects in addition to the Nazi scum who shadow your footsteps. Keys are scattered about and must be picked up to unlock the many doors on each of the castle's four levels. You'll also find first aid and food that increases your stamina, and closed chests that can be shot open to reveal priceless jewels, fatal explosives, or other valuables.

When you begin your mission you carry 99 rounds of ammo. This can be

supplemented with extra shells that are stacked in certain areas, although you can never exceed 99 shots. There's also an elevator pass to descend into the lower portions of the castle.

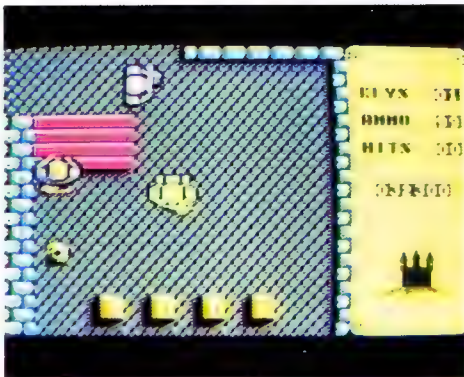
The graphics here are a bit washed out, but extraordinarily detailed. While animation is virtually non-existent, the detailed characters and crisp backgrounds more than make up for the lack of movement. The whole screen scrolls, but unfor-

tunately, it's not continuous. Nonetheless, the effect is still good.

The audio portion of the game is, however, not up to par with the rest of the game. There are very few sounds to accompany the action, but there is a well produced score that begins when your game ends.

Into the Eagle's Nest resembles the arcade mega-hit Gauntlet in more ways than one. But while Gauntlet failed to be little more than a battle for survival, Eagle's Nest succeeds as not only a great arcade-style game, but a great adventure story as well. On that level, Into the Eagle's Nest is better than Gauntlet and much more appealing than other Gauntlet clones.

Into the Eagle's Nest is an addictive and entertaining piece of software that deserves special attention. The whole package packs an incredible punch with plenty of activity to bring you back for more. A definite winner for the XE!



"Into the Eagle's Nest is a good game but there are a few rough edges that keep it from becoming a 'Direct Hit'. First of all there is a complete lack of detailed coloring or character animation which makes it look in many ways as if you're maneuvering a bunch of robots around. The poor-man's scrolling is also disappointing as a transitional screen instead of the more conventional real-time scrolling of Gauntlet.

One of the most distracting and absolutely terrible features of the game, however, is the way the enemy characters score hits against you. You're allowed up to fifty hits before you go down, but if an enemy soldier starts firing, the only way to really get him to stop is to shoot him. Now this wouldn't be so bad, but you can't even see the shots of the enemy soldiers when they're firing!

Admittedly, all of the above dislikes are merely features of the computer game that were faithfully brought over to the XE version when the game was translated. But even with these little quirks existing in the XE version, it still should appeal to most and is worthy of a 'Hit!' ranking.

- James Stillman



HIT!



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Feeling mean, video warrior? Then join **Street Fighters** Ryu and Ken and take on ten of the roughest martial arts fighters around the world. The action is fast, and the graphics are great as you jump, flip, and stoop to avoid the enemy blows. Then go on an offensive assault as you kick and punch (and, if you're really bad, throw ninja fireballs) on your way to victory.

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**THE YEAR
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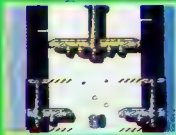
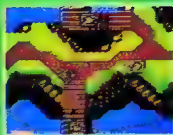
**NEW SYSTEMS
AND GREAT
CARTS MAKE
1988 THE
HOTTEST
YEAR EVER
FOR HOME
VIDEO
GAMING...**

**YOU ARE IN COMMAND OF THE
SECRET WEAPON OF WORLD WAR II!**



The first time I saw the movie *Boyz n the City* was in 1988. I was in the audience for the premiere at the Hollywood Bowl. The film was a surprise hit. It was a story about a young man who goes to prison for a crime he didn't commit. The movie was a success, and it was a surprise. It was a story about a young man who goes to prison for a crime he didn't commit. The movie was a success, and it was a surprise. It was a story about a young man who goes to prison for a crime he didn't commit. The movie was a success, and it was a surprise.

I have spent just
 enough time in
Shen's *Wells* to
 appreciate the
 author's economy
 and masterful handling of
 the material. *Shen's* *Wells* is a
 fine, well-written, and
 interesting book. I
 highly recommend it to
 anyone who is
 interested in the
 history of the
 American West.



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1. **Identify the main topic of the passage.**
 2. **Identify the main purpose of the passage.**
 3. **Identify the main idea of the passage.**
 4. **Identify the main theme of the passage.**
 5. **Identify the main message of the passage.**



Nintendo's **PUNCH-OUT!!**

This game has brought a whole generation of your players to the rank of Mike Tyson fans! What sells this game is a name, what makes it great is the game. Truly a unique perspective type of character fighting game, Punch-Out!! proves it can hold its own in any arena. Punch! Duck! Dodge! This one has it all. A variety of character boxers step up to prevent your final bout with the champ. Learn this game well and your dream bout will finally become reality!



Data East's **RING KING**

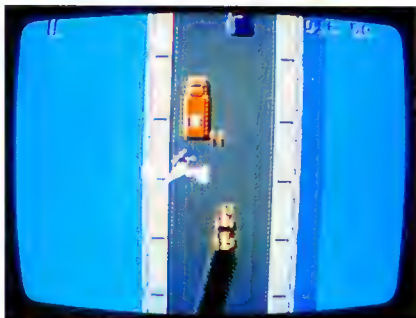
One or two can step into the ring and slug it out through a progression of opponents that will keep you on your toes! Watch out or you'll be kissing the mat face down! Keep your feet moving, watch for the opening, and deliver that knock-out punch! This boxing game allows the fighters the luxury of movement throughout the ring. Based on the coin-op game of the same name, this one's for the boxing purest.



Capcom's **GUNSMOKE**

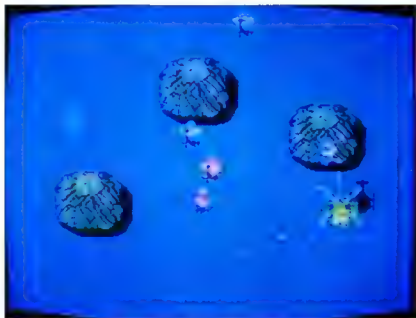
Take Commando and transport it through time into the days of the Wild West. You ride into town to take on six of the toughest hombres around, with only your horse and gun to keep you alive! Fight your way through the tumbleweeds against vicious dynamite bombers, sharpshooters, and indians. Don't forget to shoot the barrels for all kinds of power-ups and if you need help just visit one of the locals who will put you back on track in no time!





Sunsoft's **SPY HUNTER**

Bally's classic action/shooting/driver is served up here by those clever folks at Sunsoft. James Bond never had it this tough! Take off in your specially equipped roadster armed with weapons no little old lady from Pasadena should be without! Spies in fast cars, motorcycles, helicopters, and speed boats will be on the defensive against you. Keep your vehicle support truck in close range because you're going to need all the help you can get. No one said it was going to be easy, but then again you're the best there is!



SNK's **IKARI WARRIORS**

This game is truly amazing! It's every bit as good as the coin-op masterpiece that preceded it! Yes, missing are the rotary controllers of the arcade game, but quickly you'll adapt to such minor limitations. Jumping into and out of the powerful tanks and helicopters, players are constantly entertained by the fast-paced action. A secret code allows players to select any stage of play, but life is never this easy on this battle front. Two players can interactively compete against the enemies of the evil empire. Tighten up the strap on your helmet and keep your head down - these guys mean business!



Capcom's **COMMANDO**

"Super Joe", the daring arcade soldier of fortune, is out to infiltrate and destroy the enemy fortress! A great arcade game brought home by the designers from Capcom. Somewhere along the way Super Joe must find special devices that will aid his mission. Secrets galore will challenge game players to discover tricks and utilize them to succeed. A copter drops Super Joe into the heart of enemy territory, then it's up to him to shoot and grenade his way through thick jungles and enemy pillboxes. This one is for the Arnold Schwarzenegger in all of us!

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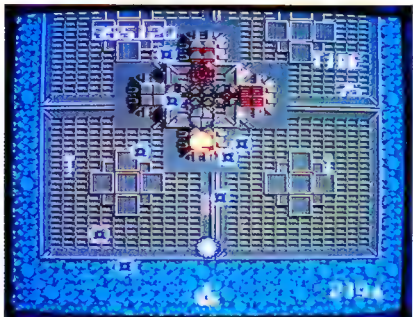
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Acclaim's **TIGER-HELI**

Take command of an all powerful helicopter and launch yourself into a battle you won't easily forget! Small wing cop- ters will join your armorment and allow you to better defeat wave after wave of enemy tanks and aircraft. The coin-op version of this game was very popular and if it was one of your favorites, the NES version will not disappoint.



FCI's **ZANAC**

A very interesting variation of the typical vertical scrolling shooting game. An excellent challenge for those players not easily content with "run of the mill" space games. Learn which "power-up" weapons will work best throughout the game and confront the enemy head on! Not for the weak of heart or those who are not willing to give 100%.

Konami's **CASTLEVANIA**

There's hot action in the old haunted house tonight! Grab a whip and prepare to combat a host of ghouls that never sleep. This is an intriguing adventure game that encounters the un-dead and uncovers non-stop fun! Dracula awaits you in his chamber high atop the castle walls, but wait, what is that lurking within the body of the count? A highly satisfying ad- venture awaits as you dare to take on one of the weirdest bat- tles ever! With Castlevania II coming out soon, this one may become a rare find so get yours now!

Capcom's GHOSTS AND GOBLINS

The original action/adventure game that remains an arcade classic! Clever animation, brilliant graphic detail, and best of all, super game play! The now common "knight saves the princess" storyline is combined with skilled battle techniques and splendid play mechanics to even exceed the coin-op original. Eerie music sets the mood for an unforgettable journey to the castle of a powerful demon. Many intelligent enemies will stop at nothing to prevent our brave knight from reaching the exciting conclusion of his quest. Many secrets await discovery as the princess awaits rescue. This game should be on every gamer's "must have" list.



Capcom's MEGA MAN

This comes close to being the ultimate character adventure game without the benefit of ever having been an arcade machine. Our super hero, Mega Man, encounters the six super enemies one by one. Using a masterful technique and outstanding strategy, Mega Man must defeat his foes in order to collect their special weapons. Many mysterious robotic enemies will confront Mega Man on his journey to face Dr. Wily in the final stage. This game is full of surprises and will certainly keep players guessing at what comes next! Be careful, however, because Mega Man must even fight himself! This one is made to order for master players who walk through other carts overnight!



Konami's GRADIUS

An exciting space epic that transports you across many strange and mysterious landscapes in search of the final conclusion. Various power-ups and ghost ships aid you in completing the mission. This game is and remains a favorite of players everywhere with its multiple settings and challenging enemy attacks. Volcanic mountains, Easter Island head stones, and many other hidden treats as well as a number of "power-up" tricks make this game one of the very best.



Sega's **OUT RUN**

The all-time favorite arcade driver comes home for play on the Sega Master System. All of the winding roads, hills, and multiple course action is here as you power against a field of pedestrian traffic to make to one of five finish lines! Large graphics and three soundtracks provide depth to this two-meg cart that gets the distinction of being one of the most playable in Sega's library.



Sega's **ALEX KIDD**

The Super Mario Bros. for the Sega Master System, Alex Kidd in Miracle World is a solid action/adventure title that still holds up well despite the fact that it was one of Sega's first releases. Guide Alex through many magical lands occasionally playing a game of rock, scissors, paper. You'll have to get through two castle mazes and use lots of strange contraptions like a peddle helicopter if you are going to survive the final task of eliminating the evil emperor who is controlling people. Great game interaction make this one of the best!



Sega's **FANTASY ZONE**

Definitely one of the most bizarre shooting games ever released! Fantasy Zone is full of bright pastel visuals that jump off of the screen. Don't let the pretty colors fool you, however, because this is war! You'll encounter all kinds of strange alien characters as you try to destroy the pods that hover over each of the six planets of the Fantasy Zone. Collect the money that the aliens have stolen and visit the shop to power-up your Opa-Opa. A classic game for the Master System.

Capcom's 1942

Set in World War II, here is a clever theme for a shooting game. A P-38 pilot is bravely on his way to a rendezvous with the great city of Tokyo. His orders are to deliver his payload of bombs and then get out! After a number of enemy encounters he soon approaches his destination. Game play and graphics are identical to the super successful arcade machine. Players desiring a conquest of enemy flight formations and Pacific island bombing runs will be pleased with this effort.



Acclaim's WIZARDS AND WARRIORS

Another "knight saves the princess" game with a twist! Interesting control and play technique makes this adventure game superb and certainly an effort worth investigating. Pick up weapons and treasures along the way and use them to master the opposition. A graphic map keeps you constantly in touch with the progress of your trek. A game for those seeking a solid adventure with some arcade-style overtones.



Nintendo's RAD RACER

Danny Sullivan and Mario Andretti hopefuls should apply here for the hottest wheel spinning driving game from those wizards at Nintendo! Choose a Ferrari street car or a potent Formula One machine and then prepare to drive your socks off! Choose your favorite music as well before or during game play and then put the pedal to the metal! Race across America encountering an ever changing roadway and new sparing partners that are out to out-perform you. Watch those gauges carefully because there are no pit stops during this race and your opponents are taking no prisoners.



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**(TAKING CONTROL
from page 27.)**

Superstick is definitely the cream of the crop!

With the largest base of any joystick now available for play on the NES and SMS, the Beeshu Ultimate features two sets of touch sensitive buttons, each equipped with its own LED indicators (a welcome sight for lefties), two individual 'Turbo' dials, a slow-motion feature, and a comfortable 3" stick topped off with an easy to handle ball.

The size of the unit makes it possible to rest it on the floor and play from any one of a number of angles (just like in the arcades), or as a lap top model that sits nicely on both legs. It's great to have a joystick of these dimensions finally available to those of us who

truly feel at home when we have arcade-quality interaction.

One of the best surprises that the Ultimate solidly delivers is the smooth feel of the eight-direction micro-switch sticks that react in an unbalanced fashion, the Ultimate provides constant and precise joystick/game interaction.

For a joystick that truly approaches the Ultimate in playing satisfaction that also scores in the big area, improving game play, the Beeshu Ultimate will not disappoint! It has all the qualities found in lower price models, and a larger size with lots of special features (like slow-motion that puts all competitors to shame - including the NES Advantage +) that make the unit well worth the price. Beeshu shows again that they have what it takes to design a stick with more than just good looks in mind.

COMPETITION PRO Happ Controls

This line of high quality sticks comes from the company that supplies joysticks and fire buttons to many of the leading names in coin-op! Their home





products are of equal precision, with rugged construction, well-designed parts, and a higher degree of arcade realism than the flat pads.

ZINGER **Beeshu**

For the low-end user, the Beeshu Zinger is a hot item that packs a lot of

sizzle into a low price. Although it has been retooled, the Zinger resembles Beeshu's "Hot Stuff" line of colored joysticks for the Atari/Commodore machines, including the company's trademark designer-colors.

The Beeshu Zinger is a great product that definitely takes top honors in its class. The interaction is smooth, the response time is immediate, and the stick is one of the most comfortable we've seen for any system.

COMMAND **CONTROL** **Wico**

One of the most respected manufacturers of joysticks for the coin-operated industry, has entered the consumer market with a line of joysticks compatible with practically every computer system imaginable. This includes the Nintendo Entertainment System, that gets its own version of the Command Control, a popular model that has proven itself many times before. Although the unit is slightly awkward in design, it is designed to be easily used by both left and right-handed players and does have some nice features for its price range.

500XJ **Epyx**

Billed as the world's first high performance joystick, the Epyx 500XJ does boast many revolutionary features that make it a strong contender in the Nintendo-compatible joystick competition. Developed outside of the U.S., this unit has compact design, but seems to be constructed for a certain age group and may be too hard to handle for younger gamers. For the avid adult, however, it's a nice piece of equipment. ■



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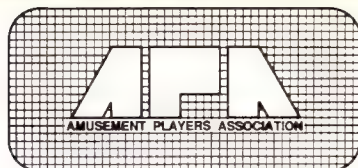
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INTERNATIONAL SCOREBOARD

COIN-OP GAMES

Video Games

| GAME | NAME | SCORE | DATE | PLACE |
|-------------------------|------------------|-------------|----------|----------------------|
| 720 | Ron Perelman | 527,100 | 07/28/87 | Lakewood, CA |
| 1942 | N. Watson | 12,172,270 | n/a | Bridlington, U.K. |
| 1943 | Brian Chapel | 2,947,360 | 06/23/88 | Mesa, AZ |
| After Burner | November Kelly | 68,588,000 | 08/07/88 | Tokyo, Japan |
| Alien Syndrome | Donn Nauert | 2,269,200 | 02/02/88 | Orange, CA |
| APB | Greg Gibson | 1,002,324 | 01/23/88 | Placentia, CA |
| Arkanoid | Mike Chase | 1,366,640 | 09/23/87 | Houston, TX |
| Blasteroids | Mark Twitty | 2,773,840 | 04/20/88 | Garden Grove, CA |
| Bubble Bobble | Tom Gault | 5,823,600 | 03/04/88 | Duluth, MN |
| Cheyenne | Donn Nauert | 319,209,350 | 06/27/85 | Austin, TX |
| Contra | Jim Hernandez | 2,021,400 | 11/12/87 | Newark, CA |
| Crystal Castles | Frank Sey | 902,637 | n/a | New Albany, IN |
| Double Dragon | Brian Chapel | 130,900 | 07/11/88 | Mesa, AZ |
| Dragon Spirit | Dow Luk See | 400,630 | 04/28/88 | Fullerton, CA |
| Enduro Racer | Jack Gale | 40,973,617 | 05/20/87 | N. Miami Beach, FL |
| Final Lap | Jim Killy | 2:35.68 | 07/27/88 | Huntington Beach, CA |
| Galaga '88 | Mark Reyes | 709,770 | 07/14/88 | Rancho Cucamonga, CA |
| Ghost 'n Goblins | Steve Donaldson | 811,000 | n/a | Chico, CA |
| Gimme a Break | Carlos Gonzales | 2,303 | 06/28/87 | San Jose, CA |
| Hang-On | Don Novak | 40,715,030 | 06/27/86 | Wichita, KS |
| Ikari Warriors | Stan Szczepanski | 1,799,000 | 06/28/87 | Lakewood, CA |
| Ms. Pac-Man | Darren Harris | 878,680 | n/a | Staten Island, NY |
| Night Stocker | John Wilson | 7,634,900 | 06/28/87 | Kenosha, WI |
| Ninja Warriors | Brian Chapel | 188,900 | 07/22/88 | Mesa, AZ |
| Operation Wolf | Mark Twitty | 212,350 | n/a | Garden Grove, CA |
| Out Run | Monte Poston | 48,651,380 | 04/25/88 | Daytona Beach, FL |
| Pacland | Mark Mendes | 4,150,400 | n/a | London, U.K. |
| Pac-Man | Tim Balderamos | 3,197,360 | 01/28/83 | Rapid City, SD |
| Pacmania | Donn Nauert | 385,570 | 08/06/88 | Austin, TX |
| Pole Position | Les Lagier | 67,260 | 06/27/84 | San Jose, CA |
| Pole Position II (Test) | Jeff Peters | 81,870 | 05/24/86 | Rancho Cucamonga, CA |
| R-Type | M.J.D. | 434,900 | n/a | Hants, U.K. |
| Rygar | Tseliang Yang | 3,450,570 | 11/06/87 | Austin, TX |
| Shinobi | T.E.C. | 423,600 | 06/21/88 | Fullerton, CA |
| Sky Soldiers | Jeff Peters | 1,215,000 | 07/16/88 | Los Angeles, CA |
| Speed Buggy (South) | Mark Foster | 177,480 | 06/27/86 | Brea, CA |
| Spy Hunter | Paul Dean | 9,512,590 | 06/28/85 | Upland, CA |
| Star Wars | Robert Mruczek | 300,007,894 | 01/22/84 | New York, NY |
| Super Contra | Keith McMiller | 623,360 | 07/23/88 | Norfolk, VA |
| Super Dodge Ball | Steven Gore | 2,105,500 | n/a | Austin, TX |
| Super Hang-On (Expert) | Mark Twitty | 39,381,040 | n/a | Pasadena, CA |
| Thunder Blade | Steve Ryno | 6,482,810 | n/a | Fullerton, CA |
| Twin Cobra | Shannon Ryan | 1,580,780 | n/a | Upland, CA |
| Xenophobe | Mike Ward | 2,500,000 | 01/20/88 | Madison, WI |



INTERNATIONAL SCOREBOARD

Pinballs

| GAME | NAME | SCORE | DATE | PLACE |
|---------------|-----------------|-------------|----------|----------------------|
| Big Guns | Jelly Cartagena | 58,234,100 | n/a | New York, NY |
| Banzai Run | Jim Killy | 16,810,890 | 07/24/88 | Huntington Beach, CA |
| Cyclone | Danny Carranza | 31,486,700 | 07/01/88 | Los Angeles, CA |
| F-14 Tomcat | Jelly Cartagena | 38,002,820 | n/a | New York, NY |
| Gold Wings | Jim Killy | 162,780,800 | n/a | Tustin, CA |
| High Speed | Mark Moore | 24,081,920 | 09/28/87 | Marshall, TX |
| Laser War | Jelly Cartagena | 72,483,440 | n/a | New York, NY |
| Pin Bot | Jelly Cartagena | 38,483,400 | n/a | New York, NY |
| Space Station | Jim Killy | 13,680,400 | 02/02/88 | Tustin, CA |

Home Games

Nintendo

| | | | | |
|----------------------|------------------------|------------|----------|----------------------|
| Arkanoid | Chris Ryan | 224,800 | 12/22/87 | Kenosha, WI |
| Contra | Jim Hernandez | 6,553,500 | 05/02/88 | Fremont, CA |
| Double Dragon | Jim Hernandez | 128,350 | 05/29/88 | Fremont, CA |
| Gradius | Nigel Planner | 984,300 | 11/12/87 | Dayton, OH |
| Gun.Smoke | Donn Nauert | 999,990 | 05/22/88 | Austin, TX |
| Karnov | Ralph Mendes | 534,500 | 02/11/88 | New York, NY |
| Legendary Wings | Donn Nauert | 5,159,000 | 08/09/88 | Austin, TX |
| Mega Man | Brent Walker | 357,200 | n/a | Austin, TX |
| Mighty Bomb Jack | Ron Perelman | 1,028,470 | 04/04/88 | Costa Mesa, CA |
| Rad Racer | Jeff Yonan | 54,697 | 04/25/88 | Fremont, CA |
| Rush'n Attack | Jeff Yonan | 2,321,400 | 06/05/88 | Fremont, CA |
| Sky Kid | Howard Kim | 250,620 | 10/29/87 | Chicago, IL |
| Solomon's Key | Steve Harris | 1,207,800 | 02/26/88 | Etiwanda, CA |
| Spelunker | Charles W. Leonard III | 1,689,450 | 12/24/87 | Anaheim, CA |
| Spy Hunter | Mike Dean | 88,035 | 02/27/88 | Miami, FL |
| Star Force | Donn Nauert | 5,921,500 | 04/12/88 | Cucamonga, CA |
| Super Pitfall | Jim Hernandez | 2,115,000 | 04/27/88 | Fremont, CA |
| Wizards and Warriors | Jim Killy | 639,500 | 07/20/88 | Huntington Beach, CA |
| Zanac | Jeff Yonan | 15,197,360 | 04/14/88 | Fremont, CA |

Sega

| | | | | |
|---------------------|-----------------|------------|----------|----------------|
| After Burner | Jeff Yonan | 9,704,000 | 05/28/88 | Fremont, CA |
| Enduro Racer | Greg Wood | 08:26:07 | 12/14/87 | Riverside, CA |
| Fantasy Zone | Jeff Peters | 7,948,200 | 01/21/88 | Etiwanda, CA |
| Fantasy Zone II | Jeff Yonan | 16,221,100 | 06/17/88 | Fremont, CA |
| Global Defense | Jeff Yonan | 715,570 | 05/12/88 | Fremont, CA |
| Missile Defense 3-D | Mark Rezapanski | 637,000 | 11/29/87 | Seattle, WA |
| Out Run | Danny Lee | 54,249,160 | 05/10/88 | San Jose, CA |
| Space Harrier | Bill Day | 7,266,990 | 11/12/87 | Des Moines, IA |

For information on how to submit a high score to the APA International Scoreboard, send a self-addressed, stamped envelope to:

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Beaverton, OR 97005

Hudson Soft USA
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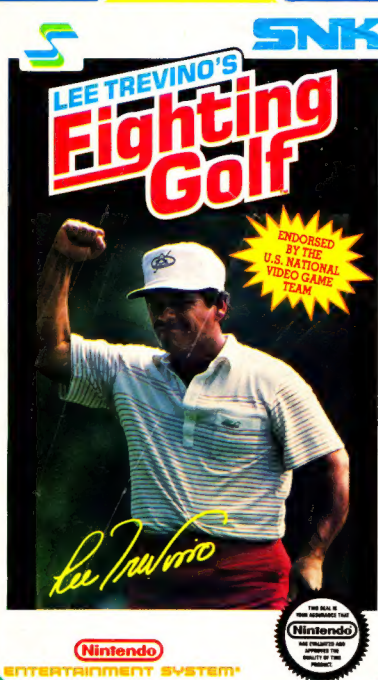
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